THE NEW MAG FOR C64 GAMES FREAKS EVERYWHERE

GOULINO DO RE

ISSUE 1 JANUARY 1993



CREATING 90s READING

ON THE C64!
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in our exclusive demo!



conversions, a truly epic adventure, darts demo, three more great games. PLUS that incredible *Lemmings* demo!



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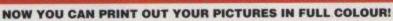
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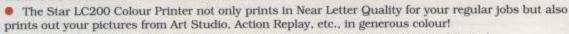
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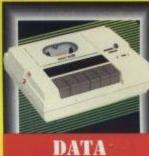
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COMMODORE

ISSUE

JANUARY 1993

THE NEW MAG FOR C64 GAMES FREAKS EVERYWHERE! TOT, NO

James and Phil eat their First Samurai burger with relish and then explain how it went down!

...Is quite brown and uninteresting, but the contents are a laugh.

READER

The very latest low-down on the Public Domain scene, provided by the Dutch dude himself, Remi Ebus!

Commodore launch a new machine, a new reviewer enters the scene, find out who's playing what on the team!

REEL ACTION
It's the instruction pages for all your favourite riproaring cover-mounted goodies.

CHALLENGE **Fatty Phil throws down** the gauntlet to Micro-Prose Soccer fans...

THE TIPSTER **Chris Hayward provides** pulsating playing guides for Supremacy and Double Dragon III,

among many others.

...and reap the rewards! You know it makes most excellent (commercial) sense.

TOP TON Gallup's gargantuan guide to what's selling on the 64.

James 'Hello Mum' Price reviews the top 15 beat-'em-ups money



masterpiece to adorn your bedroom wall.

Oli Frey, with yet another

LEMMINGS

Jim Scott of **Beyond Belief** comes under the razor-sharp, eagle eyes of lan 'Squeak' Osborne.



WHATEVER NEXT?

We take an early look at Ocean's forthcoming blockbuster, Cool World.

BASH YER

Nine out of ten adventurers prefer Bash (But only by a

whisker! - Ed).

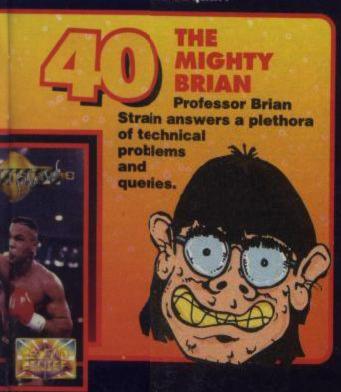
FORCEFIELD

Mail-order all your favourite goodies direct to your door!

ORWARD

Not a dry eye in the house as Issue One draws to a close...

but what's in the sequal?



BOX TWENTY CAPTAIN DYNAMO CRYSTAL KINGDOM FIRST SAMURAI (HH) HUDSON HAWK (HH) PICTIONARY

POPEYE III POSTMAN PAT SOLO FLIGHT SUPER ALL-STARS 12 SWIV TEST DRIVE II TRIVIAL PURSUIT

Those are not just tapes that you see attached to the cover of your blatantly wonderful COMMODORE FORCE magazine. They're the embodiment of beauty, lovingly crafted, and duplicated by Ablex. See page 8 for further instructions, but only if you can bring yourself to soil such perfection in your cassette recorder...

As for the contents:



GEMINI WING: Frantic shoot-'em-up action from this former fullprice coin-op conversion.

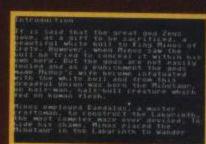


BULLY'S SPORTING DARTS DEMO: Get on the oche with this heavyweight among sport sims.

SCORE DOZTOO



FRUIT BANK: Hit the jackpot without gambling away all of your pocket money.



THESEUS AND THE MINOTAUR: Epic mythological adventure from Tony Collins. HE 014700

SUPER KONG: 1011US 3500 Go bananas with this PD 'tribute' to the arcade classic!



CONTINENTAL CIRCUS: Become Nigel Mansell and win races around the world in this high-speed thriller.



LEMMINGS DEMO: Oh no! Those cute little chappies are dying to get onto your 64!



Hello Force Fiends, and welcome to Issue One of COMMODORE FORCE Magazine. As you'll have no doubt gathered, we're committed to bringing you the very latest and greatest in C64 news and reviews, as well as providing not some of, but THE hottest gaming action on our monthly Reel Action cover cassettes.

As well as full, in-depth reviews of all the latest fullpriced AND budget C64 games, we're determined to back the C64 to the hilt in these troubled times. Like some creeping menace from a 1950s 'B' movie, the consoles are slowly but surely taking over from home computers - and we're not about to stand back and allow this to happen without a fight!

With console cartridges costing anywhere up to £60 a pop, either the current recession is a myth (ho ho), or there are legions of spoiled brats with with money to burn (and parents prepared to help them with the matches). Compare, say, the cost and playability of a game like Kixx's Swiv (see p. 55), and any other console cart you'd care to mention. Okay, so you have to wait a while for the tape to load, but graphically the quality is on a par with any 8-bit console release. So, for a saving of £30+, a few minutes thumb-twiddling while the border flashes is a small price to pay.

Long live the 64!

Steve Shields (Managing Editor)

teve and Phil were cleaning out the basement, moving the (dead) bodies of failed reviewers (and you thought they went on to work for other magazines!) when a croak issued from a particularly smelly pile of would-have-beenstaff-writers. 'Help' said the disembodied voice. 'Fhhhrrrtttl' said Phil and

After regaining their wits (if not their dignity), they pushed the pile over and before them lay... Chris Hayward! It turned out he'd only popped into the offices to use the phone to tell his mum he didn't want peas with his dinner that night, but Carol, our evil, maniacal receptionist had (mistakenly) beaten him around the head and dumped his limp bod in the Europress Morgue. Phil cried openly at this tragic story, but Steve laughed more than he'd done after putting rabbit poo in lan

Osborne's sandwiches. Eventually, everyone came to the conclusion that Chris is a very nice guy, coming from Shrewsbury (just like Mr Shields). Luckily, he'd seen the funny side (as had Steve) and so was invited to join the COMMODORE FORCE editorial crew... send fan mail to the usual address.



wo more computer clubs have come to our attention. The Info Club is run by Mr information exchange service for just about anything to do with the Commodore scene. Just send your news, views, tips, etc., and a SAE to The Info Club, 47 Portmore Close, Beaumont Leys, Leicester LE4 00Z

Kode Graphics is more of an independent tanzine than a club, but we'll give 'em a free plug anyway. For details send a SAE to Kode Graphics CBM64 Club, 36 Stretton Rd. Beacon Est, New Invention, Willenhall, West Mids WV12 5EJ.

If you know of any more clubs, or run one yourself, please send us the details.

STEVE SHIELDS

Ever since Gemini Wing wended its weary way into the office datasette recorder, I've had one hell of a time trying to dissuade the team from playing it. Not that I'm worried about their work suffering, it's just that I never seem to get my go! Ubi Soft's superb First Samurai has also had me welded to the monitor this month. It's spawny!

PHIL KING

I love a good footy game, and there's none better than MicroProse Soccer. I've been playing it even more than usual, to prepare for my imminent Reader's Challenge. Other than that, First Samurai's got me completely hooked what a superb game.

he C64's big brother has just got bigger. The Amiga 1200 is the latest addition to the evergrowing Commodore family with a new 32-bit chip set and an on-sale price of £399 pounds. The major improvement has to be its ability to use 260,000 colours on screen at any one time, from a palette of 16.8 million — making it graphically the most powerful 'home' computer

Commodore have also dispelled most of the worries of existing owners wishing to upgrade They've boldly proclaimed the A1200 will be 60% compatible with existing software, and run 80% of all current releases (quite an astonishing figure for such different circuitry). Impressive it may be but we still think they can't beat the 64 for incredible VFM.

hat much-loved (snigger) of companies, British Telecom, is set to improve its image no end. After the wonders of 0898 numbers, phonecard-only telephone boxes and those grating Maureen Lipman ads, comes a really useful offer. During November and December, all Sunday calls made between 3pm and midnight between any two points in the UK will be charged at local rate.

This is great news for modem maniacs who usually pay astronomical phone charges to connect to one of the many networks. And there's even better news for subscribers to Silicon Village. Launched from the ashes of Micronet (and retaining many of its services), the Village celebrates its first birthday on 7 November by waiving time charges for calls between 6am Sunday and 6am Monday

In addition to its data services, Silicon Village runs a multi-user roleplaying game called Avatar. There's a whole world to explore, solving puzzles and acquiring armour, weapons and spells. As well as its huge scale, the main difference to normal computer adventures is the ability to meet and chat with other player-controlled adventurers.

It's a novel experience certainly worth trying. For a free demonstration of Avatar and Silicon Village, set your comms software to Viewdata mode (7-E-1), call 081 759 6996 (multispeed) and log-in with customer identity 444444444 and password 4444. For further information, write to Microgame Ltd, 82 Byron Way, Ruislip Road, Northolt, Middlesex UB5

MMODORE

is Britain's biggest C64 mag — created by: Europress Impact, Ludlow, Shropshire, SY8 1JW.

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ISSN 0967-476X

ISSN 0967 476) COVER BY

Which games are the COMMODORE RCE crew playing this month, and

IAN OSBORNE

I can't say I'm a major fan of vertically scrolling shoot-'en-ups (I see too many substandard SEUNKed ones), but GeminiWing grabbed me by the throat aid refused to let go! Sure it's tough, and it's ne-player-only when the arcade version wa two, but it's still the spookiest blaster wer to grace a covertape!

JAMES PRICE

First Samurai, Crystal Kingdom Dizzy are the best of the crop this month, and so I must admit to having let deadlines draw perilously close while playing them. Steve is, at this very moment, looming over me with a P45, but even the prospect of the dole queue can't drag me away from my eggs.

CHRIS HAYWARD

Learning to drive is really quite tedious. Being told to slow down and not shout abuse at fellow road users is far too dull. However, the Highway Code doesn't apply to Continental Circus: It's speeding thrills galore, careering round hairpin bends while dodging and weaving round other (boy) racers. Magic! Now where are my L plates?

THE STATE OF THE SEC TO SEC TO

Just look at all these
great games! There's that
brill driver Continental
Circus, blinding blaster
Cemini Wing, a cracking
adventure from the
author of Nythyhel, and
louds more besides —
where else can you play
truit muchines all day
without losing a fortune?
Stick with Commodula
Force — it's the 'reel'
Thing!

CONTINENTAL CIRCUS

The Sales Curve

If you've never heard of Continential Circus, you've obviously not been near an arcade in the last few years. Driving games come, and go, but Continental Circus's high-speed action and spanky stereoscopic graphics (viewed through 3-D specs) made it a real winner. Obviously the stereo-vision couldn't make it to the C64, but the gameplay's as outstanding as ever.

Viewed from behind and slightly above, you must burn your way round the track, reaching the checkpoints before your time runs out. To continue you must not only complete the current circuit, but also reach a certain rank, — there's no

room for Sunday drivers here!

Hit another car or a bit of scenery and your engine starts spluttering and smoking — the only way to stop it is to go for a pit stop. Fail to reach the pits in time — or hit anything else while you're on fire — and your car explodes, losing vital seconds and forcing you to restart from a standstill.



Controls

Up — speed up
Down — brake
Lett/Right — if this isn't blimmin' obvious, you're
reading the wrong mag!
Fire — change gear



THESEUS AND THE MINOTAUR, PART 1

now? 1=50e two of COMMODORE FORCE

What now? ... Its a pretty sad world in Lican't buy my fun packed monthly read Well o.k. Then

The Guild

egend has it that Zeus, divine ruler of Mount Clympus, home of the gods, gave a white sacrificial bull to king Minos. A greedy and deceitful ruler, Minos decided not to sacrifice it as intended, but to hide it among his own herd. Such was his folly — the gods aren't easily fooled, and Zeus (as a punishment) caused Minos' wife to become infatuated with the bull. From this dreadful union the Minotaur was born: a creature that was halfman and half-bull, and fed on human flesh!

Minos employed Daedalus to construct a labyrinth, the most complicated maze ever devise To hide his shame, he put the Minotaur in the hea of the labyrinth, never to be seen by human eyes.

Meanwhile in Greece Aegeus, king of Athens, fell in love with a young maiden



DEALS ON REELS.

Great news! We're offering a great deal for disk users! Just send the Reel Action coupon and a cheque for £1.49 to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD

snappy COMMODORE FORCE Floppy, containing all this month's games. Please make cheques payable to Ablex

Audio Visual. Now is that as good deal, or what?

As a mega-special offer, thre first 50 tape-to-disk applicants will get not only their COMMODORE FORCE Floppy, but also their cheque back! Better hurry though, the offer's going too be VERY popular!

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	Address
i	Postcode

GEMINI WING

The Sales Curve 'Die Mutant Alien Scum!'

Some things never change. Even in the year 2243, gutter tabloids peddle their xenophobic hysteria, and they still outsell proper newspapers! This time they've gone too far. The above headline upset intergalactic readers of the Soonday Spot, worst of the gutter rags. Though Earth diplomats did their utmost to repair the damage, alien outrage was inconsolable and war was declared. By lunchtime, every race in the galaxy was at war with Earth.

Little did they realise that Earth's scientists had created the Gemini Wing, a supa-dupa, roughie-toughie fighter plane designed to kick serious alien bottom! No prizes for guessing your role in this conflict...

As silly game plots go, this one takes the biscuit, but the game's a magnificent vertically scrolling blaster. So slap that joystick in port 2 and fire away — oh yeah, don't forget the power-ups!





















EXTRA

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FIRE

SPEED UP C

CIRCLE OF DEATH V

WOND LEED

called Aethra. It was not to be, and he eventually returned to Athens and married Medea — runknown to him, Aethra had borne as son, whom she called Theseus!

Theseus grew to be a strong and popular man. One day Aethra told him, You are the son of Aegeus, king of Athens. You must go to Athens and claim your rightful place in his home Aegeus has hidden a sword and a pair of sandals as proof of your heritage. but beware - your journey will take you through the most hazardous parts of Greece, Farewell. You play Theseus, the legendary Greek hero. Part One of this two-part adventure has you searching for the sword and sandals left by your father, then making your way to Greece. You'll meet certain characters en route, some

benevolent, others not. Choose your weapons carefully, as using the wrong one against the wrong enemy could prove fatal. If you succeed in reaching Athens, you'll have to go through the infernal regions of Hades, where your lifelong friend Pirithious has been taken.

Theseus And The Minotaur accepts all the usual adventurish commands (TAKE, DROP, EXAMINE, LOOK, etc). As usual, compass directions can be abbreviated to their first letter. Look out for Part Two of this epic adventure next month!

SUPER KONG

Public Domain

There's nothing like a gentle meander down nostalgia avenue — and this is nothing like a gentle meander! How many of you, we wonder, have ever seen Donkey Kong in the arcades? The Ed claims it was the very first game he ever completed, way back

youth (c. 1979), although he hasn't fared very well on this PD 'tribute' so far...

during his misspent

The plot couldn't be simpler:

A giant ape has swiped yer missus
— it's up to you to get her back.
Four levels need to be carefully
negotiated, each taking the form of
a single screen. Accurate timing is
essential if you are to avoid the

barrels which hurtle towards you on the first screen, while pixelperfect leaps and bounds should see you safely

through the later levels. Climb the ladders, give fireballs a very wide birth and don't monkey about on the lifts!

TRIVIA NOTE: The original Donkey Kong suffered the same fate as Continental Circus

when being translated into English. The Circus of Continental Circus should have read Circuit, while Kong's Donkey of the title should have been (obviously) a Monkey. Ah well, such is rife!



SEND FOR HELE

Stuck already? Send a SAE to Tony Collins at 760 Tyburn Rd. Erdington, Birmingham. Don't bother phoning the COMMODORE FORCE offices, as we won't be able to help.



STOP-A-REEL

The first reel spins, and you must stop it on the required symbol, causing the other two to advance to the nearest winning combination.

CASH PLUS

Whenever a '£' symbol appears on the win line, 10p is added to the CASH PLUS bank on the left of the screen. Selecting the CASH PLUS option gambles some or all of the bank. This option is repeatable.

NUDGES

Select this option and the nudge bank flashes. Pressing fire gives the highlighted number of nudges. To nudge a reel up or down, move to the top or bottom of that reel and press fire.

Note: The first winning combination counts.

CONTROL

Joystick in port 2



FRUIT BANK

PAL Developments

ith more features than a yuppie's digital watch, and more fruit than Pete Beale's market stall, Fruit Bank is the undisputed heavyweight champ of computerised one-armed bandits!

FEATURES

START

If you don't know what this does, there's no hope for you!

When 'HOLD' is fashing, prevent one or more reels from spinning by moving the marker and plessing fire to freeze/unfreeze it

GAMBLE

After a win you can opt to gamble — if successful you'll get more dosh; if not you'll get less or even lose it all! It's also used when the fruit bank's full, to select SPIN-A-WN, NUDGES, STOP-A-REEL or CASHPLUS, and to gamble for nudges.

FEATURE HOLD

On some of the friit symbols is a number — if this tops on the win line, the fruit-bank accimulator at the top of the screen is advinced. A fruit with '?' on it causes the lidicator to move up and down the letters — try and STOP it on the last letter, lling the fruit bank.

When filled, select either SPIN-A-WIN, NUDGES, (ASH PLUS or STOP-A-REEL.

When FEATURE HOLD is lit, the fruit bank doesn't rese itself on the next press.

COLLECT

Collects any castor nudge wins.

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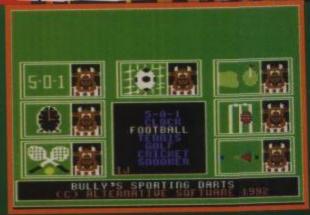
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10 12 = 4/1(0)



A playable demo from Alternative!

et your arrows out for this great playable demo of surely the best darts sim ever. It's got the lot: 501, round the clock, cricket, snooker etc.

The section on offer in this demo is the popular pub variant Football Darts, a cracking kick-around that would have Birmingham City crying into their kitbags (a

bit like Saturday's result). Played on the upper half of the board with numbers eleven and six coloured red and blue respectively, each player in turn aims for the ball number, highlighted in white. Hit it and the 'ball' moves towards the opponent's goal, one, two or three places depending on whether a single, double or treble is hit. Get it in the penalty area (the blue or red sector) and you can shoot for goal — hit the bull'seye to score!

Teams consist of up to five players, each taking his turn with the darts. To select a computer player, enter

COMPUTER followed by the number 1-9 as the name of the player (not team), the number reflecting the computer's ability

111 HUGYGU TO PLHY You can

play with one team larger

than the other without any disadvantage, use mixed human/CPU teams, and field as many computer players as you like.

If you thought all computer darts sims were the same, Bully's Sporting Darts will come as a breath of fresh air, oozing variety and playability. This demo's just one of the seven games on offer in the full version — check it out you won't regret it.

INSTRUCTIONS 000



t last, those little green-haired chaps arrive on the C64 — and they said it couldn't be done! In our exclusive demo, the lemmings are determined to dive off a high ledge to their death. It's great fun watching them splat on the ground, but you can save each lemming by moving the cursor box over him and pressing fire to turn him into a Floater - his brolly opens and he falls safely to the floor.

In the game proper, you'll be able to endow the lemmings with many other abilities (including bridge building, digging, and even selfdestructing!) to create a safe route to the exit for their mates. One of the most compulsive puzzlers of all time, Lemmings is bound to be a huge hit when it drops onto the shelves hopefully in time for Christmas!



Written a game? Think it's hot? Wanna see it on a COMMODORE FORCE cover cassette? Great — fill in this form and send it along! Expect no favours — we want real 'reel' action, not fillers but if your game's good enough, you could make some dosh!

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touch is the way Samurai walks behind waterfalls.



Ubi Soft, £11.99 cusselle, £15,99

Who's tunned, muscular and athletic; heroic in thought and nature as well as being an all-round good guy? Well you can quarantee it isn't lan Osborne for a start, and even Phil has been known to run away (unless he's fighting over his lunch). JAMES 'SKILLED' PRICE knows a man who is...

nce upon a time in ancient Jlapan lived a lowly tax inspector's assistant. He was a quiet and humble man — until he witmessed the brutal

killing of his master by the evil Demon King. Vowing revenge, he donned his dashing Samural gear and tried to follow the murderer, only to discover that the Demon had teleported far into the future. However, with the help of the powerful village wizard this problem was surmounted... and our hero was transported to 2323 AD.

On arrival it soon becomes apparent that the Demon's presence has corrupted the local countryside, as his foul apparitions (solid in body but nightmarish in nature) have taken up residence and will stop at nothing until our hero is a charred pile of broken bones.

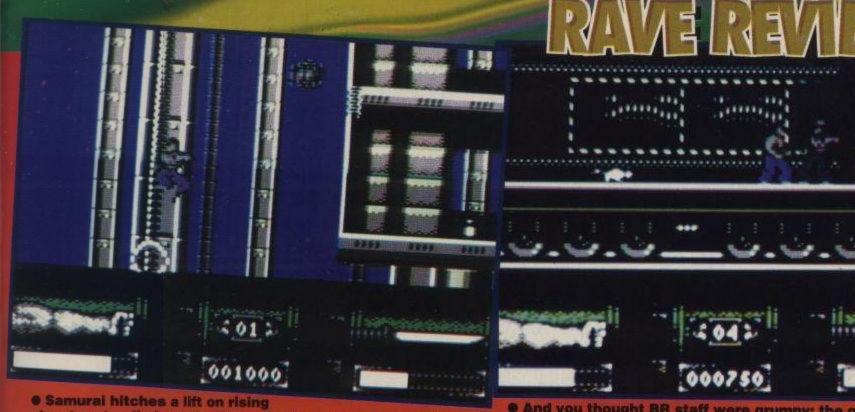
Which is where you become involved in this epic story. Mr Samurai (Sam to his friends) is as agile as an excited bunny rabbit on dextrine. Climbing walls, jump-kicking assailants and opening chests containing valuable artefacts are all actions performed with a fluidity rarely seen on an 8-bit computer.

When Sam kills an enemy, its spirit leaves its body and can be absorbed by our hero, adding to his magical energy (depicted in bar form at the bottom right-hand area of the screen). When this bar reaches half-way, he's awarded a magical sword to use in place of hand-to-hand combat. This saves a great deal of wear and tear on his fists and feet (it looks pretty, too) and gives him greater reach in the killing of all things nasty.

More magic is required to get past certain obstacles. After collecting







 Samural hitches a lift on rising elevators to climb up the Demon's skyscraper home. Must get chilly in those 'jama bottoms though!

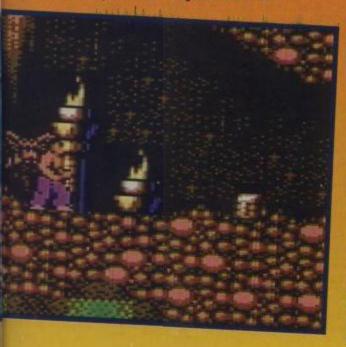
• And you thought BR staff were grumpy: the geezers on this train are out to stamp you, rather than your ticket! Somehow you've got to make it to the driver and punch his lights out.

the necessary items, you need to summon the wizard (if you've enough magical energy) to help you through. For example, to traverse a huge ravine you need several logs so the wizard can build a bridge. This is followed by a confrontation with one of the huge superbaddies, ranging from a firespitting dragon to a massive mechanical piston.

Anything Turri-can...

First Samurai is simply one of the best games I've played. The sheer volume of landscape to explore makes it fantastic in the lastability stakes; the

 Watch out behind you! Those flying demons sure sap your energy, but are easily despatched by a quick chop, or better still, a slash of your sword.



inevitable multiload is well thought out, allowing you to stay on the last load rather than realoading from the start again. The inclusion of a password system also scores Brownie points — at last, programmers who acknowledge how frustrating it

FILL

 At last, this arcade epic hits the streets. I remember seeing it several months ago. Then, the superbly animated graphics grabbed me by the throat, the HUGE landscapes knocked me flat on my back, and the incredibly compulsive action kicked me into submission. Sadly, the death of a certain Mr Maxwell plunged the Mirrorsoft/Imageworks software house into turmoil. It was soon snapped up by Acclaim, but for some reason First Samurai has finally surfaced on the Ubi Soft label. So, has it lost some of that initial impact? No way, José! If anything it seems even more playable, having proved its lastability beyond any doubt. As in *Turrican*, the main attraction is the flexibility of the perfectly animated hero. He jumps, punches, kicks, crouches, hacks with his sword (brilliant blur-line speed effect) and even climbs up walls. The huge play area contains many surprises, magical puzzles, power-ups, destructible walls, and impressive superbaddies (the Demon himself has to be seen to be believed!). Exploration is aided by the teleports which eliminate repetitive backtracking. But that's only the beginning: later levels add the variety of running along a moving train and hitching a lift on elevators in the skyscraper.

In short, not only is this one of the technically best games ever, it's also one of the most thoughtfully designed, the icing on the cake being the friendly multiload (several huge levels

per load!) and password system. Utterly, utterly brilliant.

is having to slog through the same levels time after time.

If I had to make a comparison with any other game, I'd say *Turrican* is probably the closest, but *First Samurai* even beats that. I mean, how often do you get an 8-bit game with fight sequences on top of a moving train, scenery moving at a blur behind the combat, with the action moving at an ever more frenetic pace? The answer is, you don't. So long to the Sega Master System.

NES and Game Boy — you've met your match in the form of a computer now approaching its tenth birthday; a computer that was supposed to die following the console rush. Long live the C641



C-FORCE No. 1 # JANUARY 1993

reating a quality magazine like COMMODORÉ FORCE is a real art. you know - the team are all well versed in their chosen martial disciplines. Phil's an excellent sumo wrestler, lan's kendo is second to none (at least that's what we tell him — anything to stop him removing his mask), Steve would be a great karate fighter but his chin's a bit suspect, and Chris is a black belt at No Can Do - in fact he No Can Do anything! But the champion martial artist on the Commodore Force First team has Samurai, a to be 97% Hurricane Hit James. At five reviewed this very ish! We've o'clock every got 30 to give away, so there's no need to evening he 'chops' half an commit hari-kari if hour off his you've run out of working day, pocket money. when asked to do And what do you have to do? Chop 50 any work he 'throws' a slates in half with a single wobbler, and the blow? Swat flies with a pair of rest of the team nunchuku? Beat Phil in a belly-dancing competition? Nothing so easy — if you want a copy of First Samural you're going to have to earn wish he'd 'kick' the bucket. Champion material indeed! it! Match these Got that? Good — cut out Could you do as well? martial-arts Do you know your chop from your suey? If you do, you might — just might — win a copy of films with their (or photocopy) this coupon. fill it in, and send it to: GET famous stars: THE CHOP COMP. COMMODORE FORCE. THE STARS Cynthia Rothrock HE MOVIES Europress Impact, Ludlow, Shropshire SY8 1JW. And A) Enter The Dragon hurry up about it - entries B) Kickboxer **Chuck Norris** arriving after 1 January C) Invasion USA **Jackie Chan** D) Police Story 1993 will be kicked in the Jean-Claude Van Damme E) China O'Brien **Bruce Lee** COMMODORE I wanna win a copy of First Samural! The stars of the films are: If I'm lucky enough to win (I'm soooo excited!), I'd like my copy of The First Samural on 🗌 Cassette 🗎 Disk 🗀 Edison Wax Cylinder Please tick this box if you don't wish to receive promotional material from companies other than Europress Impact C-FORCE No.1 JANUARY 1993

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BARBARIAN

Palace, Kixx

hereas Exploding Fist had you pitted against rival competitors with bare fists and feet, Barbarian takes things one step further as you enter the arena with a huge broadsword. Hitting someone over the head with a large piece of sharpened metal tends to be a bit more satisfying than kicking their shins, so Barbarian scores brownie points in that respect. However, it loses credibility as the action is a little sluggish for a beat-'em-up—especially when compared with the lightning speed of IK+. If you enjoy seeing severed heads as opposed to bruised Ninjas, and don't mind a slightly sedate pace, Barbarian is well worth a swing.





BUDOKAN

Electronic Arts

bout 80% of beat-'em-ups rely on frenetic fighting action alone, with no strategic element added to engage anything more than your joystick arm. However, Budokan is a

totally different kettle of fish, as the action involves practising the four different methods of combat, then entering a competition to pit your skills against computer-controlled opponents.

The strategy element enters the fray when you begin a fight. Wading in with fists flying may







(just!) win you a round during the earlier stages of the competition, but later competitors are much more intelligent and will block clumsily executed moves. This is where you need to

take things slowly, keeping your stamina as high as possible and searching for holes in your opponent's defence.

I have my reservations though, as the multiload is absolutely diabolical. Even on the disk version, waiting for the various sections to load seemingly takes forever.



DOUBLE DRAGON II

Virgin

fter the disaster that was Double
Dragon, the sequel could only be
(save for the mother of all disasters)
an improvement. Luckily it is, with some
violent-looking sprites hitting each other and
falling over. Obviously, this holds as much
attraction as ever. Punching sprites is a
safe hobby because: (a) you don't get
arrested for it, and (b) it doesn't hurt'when
they hit you.





their house and poo through their letterbox), but it does mean that you can run away shoul things get a bit too tricky Another progression is the addition of a multiload. Four sections are included, each with different scenery and

BARBARIAN II

Palace, Kixx

he sequel to Barbarian incorporates an element of exploration previously lacking in



most hard-core beat-'emups. Rather than waiting for your assailants to storm into the arena, you have to go and find them yourself. Sadly, this doesn't give you utter freedom (for example, you can't go round to



However, try the two-player mode and this soon changes as you can knock down your assistant as well, leading to all manner of scuffling and bruising. This is probably the better of the three Double Dragon games, which is why I'm just off to shoot Phil for chucking that crate at me for the seventh time... (I didn't mean to, honest! - Phil).



Storm

he Double Dragon trilogy has possibly had one of the most topsy-turvy plots to be seen in computerland. Billy Lee (the hero) has a girlfriend called Marion. In the first game she was

things to fight. However, unlike most multipart games you're able to stay on the last level loaded for as long as you wish without having to reload. Obviously this adds to the game tremendously and makes B2 a massive improvement on its predecessor. If you haven't already got it, GET IT!







Unimpressed with the Speccy game, I didn't expect much from the C64 conversion either. But it turns out that DN on the Commodore is just about as good as it could be. The graphics are clear

and colourful, the sound is atmospheric and the sprites (although occasionally sluggish) are well animated. Unfortunately, the two-player option is missing — it was this that really set the arcade machine out from the crowd. But this is hardly an essential element; in fact it's better to have a fast one-player game than a slow two player



humble county) there's a place called Telford. It's quite a large town, so somebody somewhere decided it would be a good idea to build an ice rink because there isn't another one for miles around.

When was I was younger, every now and then I'd go over to Telford with friends to go on the rink. But after a few near-tatal talls I decided to spend my time in the arcade room provided in the complex. This is where I discovered Dragon Ninja (Get to the point, son

kidnapped and so Billy Lee and friend set out to rescue her. After kicking people in all over the country, they eventually took her home. Rather than living happily ever after on her return, she was machine gunned down by some more bad guys. The story continues revenge... fighting... resurrection?

You see, in DD3 Marion has come back to life, only to be kidnapped (again) almost instantaneously. Billy (being Billy) sets out to do his usual act - and kick the living daylights out of everyone until he gets his girlfriend back

DD3 is plain good, even if the plot's a bit dodgy.





term challenge usually absent in games of this genre. The graphics and their purpose admirably and, all in all, it's a fairly solid beat-'em-up.

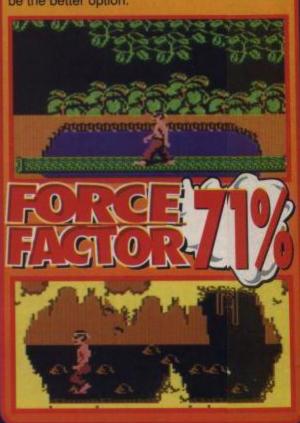






Melbourne House

he people behind Fist II had a similar idea as the programmers of Barbarian II: to take the original fighting theme and inject it with an element of exploration. This worked very well in B2 as you never went for more than 20 seconds without having someone to fight. Unfortunately, Fist 2 lacks that fine tuning, as you can sometimes wander for minutes without encountering a single enemy. Obviously, the action hots up during the combat sequences, the animation being of the same high calibre seen in Fist. So, if you're the sort of person who enjoys looking for fights rather than avoiding them, Barbarian II would be the better option.



Virgin, Tronix

n many ways Golden Axe is not in the same category as the likkes of Fist

and IK+, as there are very few moves available to the player. While this can work in games such as Ninja Warriors, it tends to kill most other beat-'em-ups. Luckily, it doesn't quite do that with Golden Axe, but I'd have seriously thought twice before buying this at full price. Now on budget, it's an essential purchase even just to see the excellent graphics and presentation.





Entertainment **USA/Mastertronic**

his is probably the least well-presented and graphically incompetent game included in this feature but strangely manages to be as compulsive as you could hope for! Your objective is to travel through the flickscreen

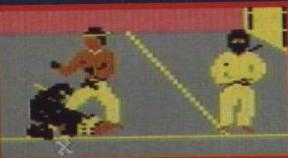




HUMAN KILLING

he problem with writing a beat 'em-up is incorporating a feeling of weight into the characters' movements. Now I know this may sound strange, but when you direct the joystick in Exploding Fist and hit your opponent with a roundhouse kick, you can actually feel that a move has been made. Sadly, this feeling is not present in Human Killing Machine. While the graphics and presentation are of a very high standard, the animation is on the sparse side. just as it was in Street Fighter. The action is fast enough to make this a viable purchase, but I recommend you try before you buy to avoid disappointment.







multilevel landscape, collecting 'idols' while engaging in combat with warriors such as Evil Ninjas (very tough) and Thugs (mindless muscle-heads). Using the weapons made available to

you along the way, you soon find the action hotting up and the poor quality of the sprites becomes unimportant.

Sadly no longer available, Ninja is still one of my favourite fighting games. If you ever stumble across it at a car boot sale snap it up



System 3, The Hit Squad fter the progress made by Way Of The Exploding Fist and International Karate, it seemed unlikely any programmer would be able to inject originality or new life into the beat-'em-up genre. IK+ threw such scepticism against the wall, punched it in the

head a few times and kicked its dog for good measure.

What makes IK+ so revolutionary is the addition of an extra man. Whereas Fist and the original International Karate have only two competitors on screen, IK+ has three, along with a few previously unused moves. Headbutting an opponent may not be







TARGET RENEGADE

Imagine, The Hit Squad

cean's exceedingly violent beat-'em-up was bought and enjoyed by many, and rightly so. From the moment the game starts you're subjected to hideous beatings from well-defined sprites all the way through to the final confrontation with Mr Big.

My only real gripe is the absence of a two-player option. It's this that detracts from what could have almost been the best fighting game available.

Close, but no cigar.





being good value for money, this also offered two different approaches at a single theme; an original (if curious) concept.

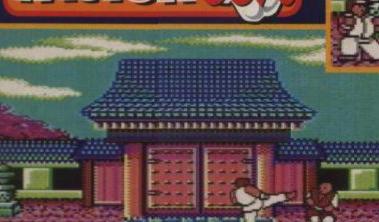
Of the two games,

the UK version is better on playability (if not in

graphics) because the U.S. version tends to be a little hard to control, leading to obvious frustration.

Street Fighter is a worthwhile purchase but there are better beat-'em-ups available for the C64.





WAY OF THE EXPLODING FIST

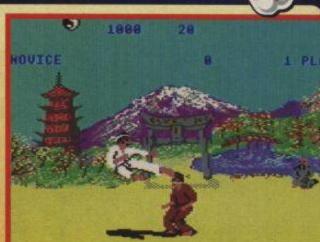
Melbourne House

s Exploding Fist and the original International Karate are almost identical I thought it pointless to include them both. Fist, as well as being the

better of the two, reigned supreme as the beat-'em-up for a long time, until the arrival of the superlative IK+ pushed it into second place.

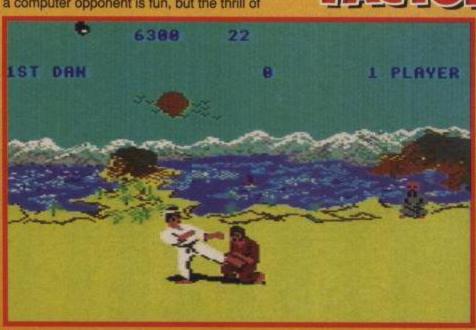
Your objective is as simple as it could be: you begin as a novice, and must advance through numerous rounds of combat until you achieve the elusive rank of Tenth Dan. However, unlike *IK+*, the action isn't broken up by the inclusion of subgames that (to some) can inhibit the flow of action. Graphically it's top-notch, while the digitised screams and thuds add an atmospheric element sadly lacking in many games.

However, it's with the two-player option that Fist excels. Smashing the living daylights out of a computer opponent is fun, but the thrill of



ruining lifelong friendships on the strength of one solitary roundhouse kick has to be experienced by everyone if they wish to have lived a full life.

FORGENIA



STREET FIGHTER

US Gold, Kixx

American version on one side of the disk and the UK game on the other. As well as



clean sporting practice but soon thecomes essential unless you fancy a size ten up your left nostril.

Amiazingly, the programmers still had enough memory (IK+ being a singile load) to include an excellient subgame where

our hero deflects balls fired from both sides of the screen with a small round shield. It sounds unexciting (and is impossible to describe accurately in the space awailable) but really does work well, giving a welcome break from the frenetic fighting.

The game's numerous graphical touches, such as water rippling in the background, spiders dangling from sceinery and your character's trousers falling down, all add to the general excellence of this product. If you don't own a copy then, believe time, now is the time to go out and get one.





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At bloomin' last! I knew they couldn't do without me, these kids... So here I am: Lloyd Mangram, man of letters, philosopher of the people, agony uncle extraordinaire, hero of (get on with it! — Ed)... Well I'm back behind my letters desk, and there'll be a few :hanges, I can tell you. like my pay, for one — it's disgusting! How can anyone be expected to live on what I get, and with food so expensive too? I can remembe when you could seeGeorge Formby a the Palladiun, go for a quick pin catch the bus home, gesome chips for tea and sill have change frm a shilling. Those wer the days,

TO BUYOR NOT

Dear Folks

I bought my son ailltimate' disk drive by mail order from TIB plc Bradford. I discussed with them the suitabilitf their machine for an 11year-old. They wekind, considerate and helpful and assurus that the 'Ultimate' would do all the things rson required it to.

The games inclid on the utility disk were pathetic to say theast. TIB recalled the machine in Janualue to some bug in the interface, so it waebruary before we could try and get the 'Uate' to work for us - to no avail. We broughta computer expert, but even he couldn't to the machine work. The only thing it does lay games. It won't even

record my son's programs from tape to disk. The handbook is of little use to a child — and even I have difficulty understanding the instructions

TIB at first were polite and helpful when we asked for advice, but when the problems continued they chose to ignore further communications. Trying to contact the director Steve Tranter is futile — if I phone I'm left on 'hold', letters sent by recorded delivery are ignored. I'm told by a member of staff that Mr Tranter is sorting out a lot of problems with the 'Ultimate'! After eight months of frustration and it lying unused we've returned it to TIB and await the next part of this long, drawn-out farce.

Have any of your readers experienced similar problems with the 'Ultimate'? TIB promised to keep customers up to date with available software — they were going to produce their own titles — but again nothing.

The whole business has turned into an expensive disappointment for my son because we were also encouraged to buy more disks, plus case, plus disk cleaner from the company.

Mrs P Simons, Exhall, Coventry

PS. We have taken the advice of Trading Standards.

And the saga doesn't end there. Just a few weeks later, the following letter arrived ...

LATER THAT MONTH ...

I wrote to you regarding my problems with TIB plc and their 'Ultimate' disk drive which was the ultimate in mistakes. I thought you'd like to know we've now had a full refund. A cheque arrived for the full cost last Friday. I must admit I was giving up hope of any refund and was preparing to take action in the small claims court this week. I don't know what gave them a change of heart but they've apologised for the length of time taken to give a refund and mentioned the re-launch of the drive for the

Christmas market.

I wonder if this response has come from my mentioning contacting you in my last letter? Well, it's done the trick — mentioning your magazine has obviously reached parts of TIB that none of my other letters reached. Thank you for your interest but I do wonder how many 'Ultimate' users have given up hope of their money back? How many people would be willing to fight a company for eight months for the refund?

Mrs P Simons, Exhall, Coventry (again!)

PS. TIB say there was a 'bug' in the interfaces supplied to them from Taiwan!

 TIB are indeed planning to re-launch their 3.5-inch disk drive, but at the time of going to press we've no idea when.

JUST A MYTH ...

I read somewhere that Myth 2: Dawn Of Steel is being programmed. Have you heard anything about it?

System 3 have no plans to convert it to the C64.

Is there or will there ever be a Spy Vs Spy 4?

No and no, in that order.

My friend has an Atari ST and we argue about the playability and the loading time. We wrote to

HERE TODAY ... CROM TOMORROW?

Right then Bash Down to business. You said you prayed to me every night, but since then I've been monitoring your prayers you haven't said a blimmin' thing! I was very angry with you at first, but now I've cooled off a bit. But I'm still considering your punishment - what about wrapping a galaxy round your throat, feeding you to the bug-blatter beast of Trall and reincarnating you as an amoeba, then destroying you with a quick squirt of Domestos? Well I won't do that as you wouldn't be able to print my letter then, but I might change my mind if you don't print it anyway.

While I'm writing this letter I

might as well catch up on what's happening on the C64 scene. How do I complete the last level of Navy SEALs? Write to the Tips Clinic - we don't give tips on the letters

page.
Why does everyone get games? They're really crap! Please don't put any more on the covertages.

Selfish oaf - loads of people like 'em, you know.

Where in the universe can I buy Creatures or Turbo The Tortoise? For Creatures contact Thalamus at Unit 29

Riverside Business Centre, Victoria St, High Wycombe, Bucks HP11 2LT. The rights for Turbo were snapped up

by CodeMasters after Hi-Tech went into receivership. It should be making an appearance on their latest compilation, Super All-Stars, soon.

Crom (human name, Seb Kennedy), Winchester, Hants

Seb, you're a lucky man - If Bash read this you'd be hanging from Tyburn tree by your small intestine! How dare you pretend to be his god (a god that can't complete Navy Seals? Tish...), insult adventure games, and then threaten him to boot? You're either very brave or very stupid, but as the real Crom's probably turned you into a lightly bolled vegetable by now, I suppose it doesn't really matter.

Dear Lloyd

It's my duty to tell you a story, not just anystory, but one that will have you totally miffed. Long ago in a ar away galaxy there was a planet called Magazinia. It has many people living on it, but they didn't always get on to well. The two main tribes were the Zzaptrons (also known as Zzapers) and the Formatters. There was a third tribe caled the Crashers, but they lived too far away to fight.

The clever Formatters planted one of their own as leader of the Crashers, and her name was Lucevant (desn't that name sound familiar?). The land of Crash soon fell, and while a few joined the Zzapers or Formatters, most went

to a tribe called SU and were quickly forgetten. Lucevant became leader of the Zzapers, and proceeded in wrecking the tribe. The Zzarers started to lose, and I don't know what happened after

Now after that amazing story, could you answer a few questions? Is anyone going to convert Knights Of The Round to the C64?

Sorry - none of us have heard of it.

Why don't you do a section on tips for old games?

If anyone wants to send us some, we'll be happy to print them. Remember, you could win an Action Replay cart!

How about a 'Diary of a Game'?

It's on its way - honest.

Paul O'Brien, Cork, Ireland

An Interesting story Paul, and being the genius that I am, I can exclusively reveal what happened next... Steve Shields, who is actually the warlord Shee-tah from the planet Norvanshel, took charge of the Zzapers — the battle was long and terrible, but they snatched victory from the laws of defeat.

Inspired by their epic victory they founded a new city, which they called Commodore Forceville! Brighter, better and more blindingly brilliant than any other city, it opens its gates

to welcome all.

an ST magazine who said the ST loaded faster and played better (well they would, wouldn't they?), so we wondered what you had to say

LD

Dear Folks

I might be slightly out of date, but I must say the language in your mag, is a bit ripe to say the least. I just can't see the point in swearing.

Onto the compliments. May I say whatt an ace, cool, rad excellent, heinous, great, perfect, exceptional, simply-the-best magazine you've got. Its colourful design and great reviewers almost make up for the swearing. And the covertapes... they're brilliant! Cheers!

Stephen Horn, Canterbury, Kemt

Stephen, you can f... no, I'd better inot! Yes, you're a wee bit behind — there's no smutty jokes or pointless swearing irn COMMODORE FORCE! If anyone usees a naughty word, they have to put a quied in the Lloyd Mangram swear-box. At thee end of each month I count it up and pockket it - well, I have to supplement my meaagre wage somehow, dor,'t !?



The ST certainly loads faster than the C64's tape drive, but playability comes from the software, not its host machine. And let's face it, do you really want to splash out anything from eight to thirty quid every time you want a new game? ST mags don't even have full games on the cover any more.

Is Phil really that fat?

Let's put it this way — when he walks past a window we lose two hours daylight.

Why does Steve's beard receive so much flak? I like beards, even if Steve's is crap. Mate, you should've seen it! it was AWFUL! He shaved it off in a vain attempt to find his chin, so it's now getting revenge by clogging up his electric razor. To make matters worse, lan's now trying to outdo him by growing the crappiest chinful of bum fluff I've ever seen.

So Nintendo are taking over Commodore? Is it true that.

Snip — let's nip this in the bud. The Nintendo/Commodore takeover was a stupid

April Fool trick that half the stock market fell

Last but not least, tell James to sod off. No. but I told him to get his hair cut! Flippin'

Albert Shadwell, no (printable) address supplied

CRAP RRAP

I'm not writing to ask questions, but just to make a point and end up praising COMMODORE FORCE, even though it costs a hefty £4.53 over here in the land of saints and scholars. A few minutes ago I was picking through my old, crap budget games (well at least I think they're crap) — you know, the ones your aunts and uncles get you. They buy the game, thinking it's brilliant because it's got 'not to be missed' or 'fantastic game' plastered across the inlay. My point is this: why should software companies be allowed to get away with this? Take Harrier Attack from Encore on the cover it says 'fast and furious in-flight manoeuvres' and 'excellent flight simulator'. It's one of the worst games I've ever played. This sort of thing shouldn't be legal as it's false advertising

Robert Byrne, Co Kildare, Ireland.

Sorry about the high price of our illustrious mag in the Emerald Isle. We can't do anything about it as the Irish pay VAT on books and magazines, but we lucky British don't - write to your MP, or better still take out a subscription and save a fortune! You shouldn't believe everything you read on cassette inlays, as they're designed to sell, not to tell. The best way to avoid crap games is to check out the COMMODORE FORCE review before you buy, and maybe drop a few helpful hints when the relatives are round.

PERTINENT QUESTIONS

Dear Lloyd

I've never written before and I'll probably never write again (no, I haven't just learnt to write and I'm not about to lose my hands), so please print this letter. Here are some questions:

Where can I get a copy of Racing Destruction Set? It looks just my sort of game.

KNOWS, YOU

Dear Lloyd

A while ago (Issue 89) someone wrote to ask if Manfred Trenz was making a Turrican 3. If you finish Turrican 2 and read the credits. you'll notice that Trenz says 'this will be my last game', so obviously there won't be a Turrican 3.

And now for a few questions...

1. Will Sonic The Hedgehog ever be available on the C64?

NO! Sega are very protective of their blue buddy, and refuse to license any

conversions. If you want to play Sonic you'll have to buy a Sega, which is of course exactly how they want it.

2. What happened to Commodore Power? It went 'pop' — I suppose you could call it Power cut!

Is the Amstrad better than the Commodore?

Is Phil anorexic?

4. Do programmers do their programs in BASIC?

Has Steve got a Jimmy Hill chin? Of cours they don't, they use machine code! 5. Is there a film of RoboCop 3?

It'll hit the silver screens around Christma time.



M+T TIBERS

Dear Lloyd

I'm not going to waste time going on about how your magazine's

great. Instead I'd like to talk about your reviews.

What's the point in having two or (in the case of Nobby The Aardvark) three reviewers to a game? I mean, if one person said a game's great and another said it's crap, who do we believe? And if they all agree, what's the point?

Also, I like your ratings box as it breaks down the most important parts of a game, but why don't you tell us about multiloads too? Many a time I've thrown a good game out of the window because it's got a

hideous multiload!

David Murphy, Cork, Ireland
PS. call this letter 'M+T Tibers' (why? — LM).

Hmmm... an interesting point about reviews, but I'm not sure I agree. Having two reviewers per game means the readers get two opinions to chew on. If we disagree about a game (and this does happen occasionally) it's up to the reader to look at the reviewers' comments and decide for themselves which one they agree with. Let's face it - if only one person had written the review, you'd have no choice at all about who to believe! Thanks for bringing it up though: constructive criticisms are always welcome.

As for multiloads, we agree they can be annoying — If a multiload's a major pain-in-the-whatsit we'll mention it in the body text in future. Promise.

Sorry, it's been deleted - your only hope is to try second-hand software dealers or car boot sales.

What happened to 'Your Commodore'? It disappeared off the face of the Earth.

Didn't it just? And let's face it, who cares? Last and most definitely least, I'm thinking of getting an Amiga soon, and keeping my Commodore 64 as well. What's the best Amiga mag around?

For the gamer, there's only one magazine -AMIGA FORCE! Packed with reviews of the very best games, terrific tips and brilliant cheats, this is the only magazine you'll ever need.

Goodbye now, I have to go back to playing the brilliant Motor Mania by Audiogenic.

Ed (not as in editor)

Here's another plank who didn't put his name and address on his letter. Good job he's not getting a prize, isn't it?

Dear Lloyd

I love the way you give two different opinions of each game instead of just one. It gives a

more honest opinion of the game.

Glad you like our review system - just goes to show you can never please everybody! What do other readers think?

Are there any more decent platformy shootem-ups like Midnight Resistance?

Check out Navy SEALs, RoboCop 3, and Total

Can you transfer a tape game to a 3.5-inch disk using the power cartridge, or any other method? And will Flair be putting Elvira 2 on 3.5inch disk?

You can transfer any unprotected game to 3.5-inch disk, but protected games are harder — you'll need an Action Replay cartridge, a cartridge splitter (device used to get two carts in the

cartridge port), and permission from the copyright holders. Due to reliability problems with the interface the drive won't be available this side of Christmas, so we'll have to wait till then to see what software support it gets.

I've got Creatures 1 & 2, but the first game crashes every time I load it. I've tried adjusting the tape heads but nothing works.

Try sending it back to the software house then.

Finally, is there any chance of putting a decent racing game or beat-'em-up on the

Check out this month's Continental Circus for rip-roaring racing.
Richard Wheeler, Bradway,

Sheffield

Could you please help with a small problem? I ordered Gauntlet 3 direct from US Gold in February of this year, and I haven't had anything yet. I've written several times to US Gold concerning this matter and the only response I

or Super Nintendo?
The SNES has more colours, but the

Amiga runs faster. And let's face it, do you really want to splash out up to £50 every time you want a new game?.

Clom de Cleir, Limerick, Ireland

That does it — that's the last long list of questions we'll be printing. Let's have some pertinent insights into the Commodore scene, witty C64 anecdotes complaints about the state of the roads outside your house, ANYTHING except question after question.



Dear Commodore Force Please (X 1000) could you beg the programmers of *Streetfighter 2* to release the game on cartridge. I believe it would be the biggest selling Commodore cart ever! Alas, no. Fewer and fewer software companies are supporting cartridges these days, and US Gold have never done SO.

Is there an Amiga emulator for the PC? No, and there never will be — the Amiga contains too many custom chips. An emulator would be at least as expensive as an Amiga.

How about some classics such as Nemesis on the covertape? Cops was the best reader game ever!

Wait and see — we've got some cracking games lined up.

How can I get.

SNIP! I'm fed up of being asked how to get hold of this game or that game. The answer's always the same - check out the Forcefield Plaza! Not only can we get you ANY game that's currently available, we'll also get it a little cheaper!

Finally, could you print a sort of scanner telling us when games are going to be released like the one in a certain other mag? Theirs is hopelessly inaccurate.

No. Release schedules change so much that unless a game's almost finished, it's impossible to predict when it'll hit the shelves. Besides, what's the point of publicising a game that won't even be previewed for at least six months? Far better to wait until you've got something useful to print, methinks!

Well that's about all, but as a famous person once said, 'I'll be back!'

Chris Patton, Bangor, Northern Ireland

got is 'it hasn't been released yet'. C'mon, the review appeared 17 months ago! What should I do if I don't get it? Please print my letter! Mikael Heinrichs, Finland

We spoke to US Gold marketing supremo Danielle Woodyatt, and were told that because of the delay in getting the game into the shops it'll go straight onto Kixx (US Gold's budget label). The problem's with the code - they can't get it off the development system and onto tape/disk, and the original programmer (who presumably could) has been desperately ill. Ring Leigh Whitehead at US Gold (021 625 3366) and she'll sort something out.

Dear Lloyd

I find it very strange that no-one advertises the C64 computer in your magazine. Amiga and Atari are advertised every month! In order to increase your circulation I would've thought your mag would sell them, preferably with a disk drive, as this is one area where the Commodore 64 wins out over other computers. Tape loading should be extinct — disks are easier, faster, and usually 100% error free.

What's the address of Thalamus? Check out Seb Kennedy's cheeky little missive elsewhere in this column.

A programming language that can be understood by computers. Before a computer can 'use' a program written in BASIC, COBOL, C, etc, it has to translate it into machine code, which slows it down considerably — machine code is tougher to learn, but runs much faster.

Who's doing Streetfighter 2 and what's their address and phone number? US Gold, but I don't think they'd appreciate sackloads of letters and countless phone calls asking when it'll be ready.

23

R Foster, Sheffield

PS. Do you know where I can get a disk version of MicroProse's *Pirates!*?

No, but the cassette version's coming out on the Kixx budget label soon.

Regarding advertising, it's up to the companies who place the ads to decide what they advertise — we have no control over it! Besides, what's the point in advertising a Commodore 64 computer in a Commodore 64 magazine? All the readers have one anyway.

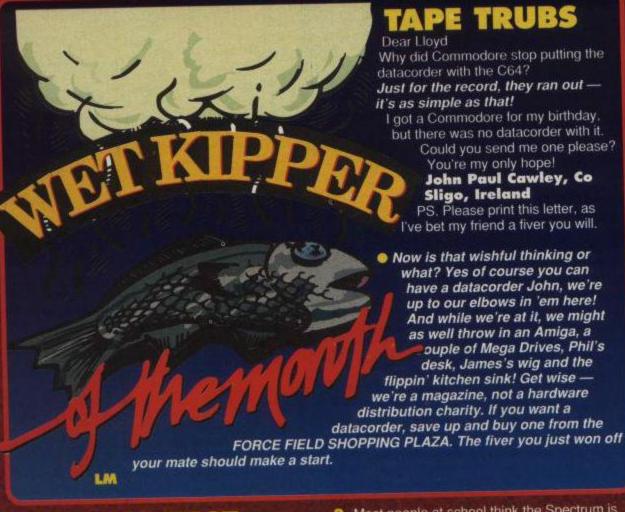
MUSIC TO HIS

Dear Lloyd

I recently purchased a Commodore 64, and have tried to purchase a music composer cartridge to go with it, but there aren't any in Ireland. I would be grateful if you could give me the names and addresses of retailers in the UK where I could get one.

Jonathan O'Conner, Co Cork, Eire

What's a 'composer cartridge' when it's at home? You've got us completely stumped on that one, but Datel Electronics produce a number of hardware music utilities for the C64. They can be contacted at: Govan Rd, Fenton Industrial Estate, Fenton, Stoke-on-Trent, England, ST4 2RS. Tel — 0782 744 707. If it's a keyboard sequencer you're after, check out the Forcefield Plaza.



LAST REQUEST

Dear Commodore Force

Your mag, is really ace and brill. Now can I ask a

What? Oh all right then — but this really is most definitely the last list of queries we print — ever!

What's the cheapest printer for my C64, and where could I find it?

Phone Silica Systems on 081 309 1111 for price and compatibility details.

2. Most people at school think the Spectrum is the computer with the best graphics. I say they're wrong and the Commodore's better. Who's right?

You are, of course! If your friends don't believe you, take them into your local newsagent and compare the screenshots in COMMODORE FORCE with the ones in Spectrum mags.

 Could you please review the 3-D Construction Kit as I'm thinking of buying it.

It's too old for a COMMODORE FORCE review but I can tell you it's a great utility for Freescape fans.

4. What do you think is the best 3-D game?
Castle Master?

Without a doubt — especially as it's now out on budget.

5. Umm...

Er ...

That's about all for now — keep up the good work.

Matthew Hopkinson, Bude, Cornwall

Ah, what a satisfying feeling: there's nothing like answering your letters. So to make sure I can do it all again next month, send your missives to Lloyd Mangram, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Pleas to the Ed for a 'Lloyd pay rise' will be especially welcome!

IN THE CLUB

I'm running a club for Commodore users, supporting the C16 and C128 as well as the good old 64. We publish a magazine every two months, and would like to know if it's OK to review games in our

magazine. Please publish this letter and if anyone wants a copy of the mag. send a SAE to: David Griffiths, 10 Chichester Avenue, Netherton, Dudley, W Mids DY2 9JJ.

David Griffiths, Dudley, W Mids

Of course it's okay to publish games reviews
— as long as you don't break any laws, why shouldn't it be? If anyone wants a copy of David's magazine, drop him a line. He didn't send us a copy (hint, hint) so we can't tell you what it's like.



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PLEASE MAKE SURE YOU STATE WHETHER YOU ARE INTERESTED IN A -TAPE CATALOGUE-OR A- DISK CATALOGUE- SO I SEND YOU THE RIGHT ONE. DETAILS OF THE AUDIO RANGE ARE CONTAINED IN BOTH CATALOGUES.

GREETINGS TO: 1AD, BETRAYER, FLIMBO, TLF, HELLRAISER, UNCLE X, FEEKZOID, THE CHIEF, ANDY (DUSTCART) ROBERTS, JOHN WELLS, FROSTIE, MARTIN (RESPECT) SCULLY, STIMPY & SMOKIE/64 EXPRESS, ALF YNGVE AND ALL MY OTHER CHUMS AND CONTACTS IN THE SCENE!



Welcome Force

Welcome, Force fans, to the greatest tips section in the history of time.

Never mind all those other limp, watery cheat pages you see in other mags (snarl) — if there's a certain game you're stuck on, this is the place to solve your worries.

You know, people ask me, 'Tipster, how come you're so great at playing games?' I casually smile, tell them to stop polishing my shoes

this is the place to solve your worries.
You know, people ask me, 'Tipster, how come you're so great at playing games?' I casually smile, tell them to step polishing my shoes and, you know what?, I just can't answer. At the age of just eight months, while other kids were learning to crawl, I was completing complex RPGs and blowing away end-of-level baddies by the bucket load. At nursery school I wanted no part of finger painting or the sand plt. Not me — I was educating my follow infants on the latest game releases.

Ahhh, enough of my reminiscing, down to brass tacks. This month I've got lotsa hints 'n' tips for a mass of games, including that blinder Double Dragon III, Terminator 2, Filmbo's Quest and a wealth of game-beating pokes. So lock up your parents, charge up your 64 and let the games begin...



the truly brilliant Action Replay cartridge, yes it's (loud, rumbling applause)... Zahur Khan for his sparkling tips on Supremacy. Nice going Zahur, your prize is on its way.

And here's the winner of

SUPREMACY Virgin

Strategy games don't come much better than Probe Software's *Supremacy*, and these are some supremely good tips.

GENE AL HINTS

- Buy two horticultural stations and one mining station, set them on Starbase's surface and start them up.
- Buy and launch one solar satellite.
- 3. The cheat. There are 65 days in one year in this game. In every even-numbered day, some population is generated and in every odd-

DOUBLE DRAGON III

Storm

A certain Michael Johnson who halls from Huyton, Liverpool has sent in this nifty guide to the first six levels.

GENERAL TIPS

 Most of the end-of-level guardians can be trapped on the left or right of the screen and killed by repeatedly slashing and jumpkicking them.

2. If you start walking, you can reach the end of the level after fighting only half the enemies.

3. Even if you have no coins, you can still buy energy from the shops, good eh?

Level 1: Go immediately into the shop and buy everything. Nice and easy start, that, and there are no serious problems in this level apart from the brown flying-knee men. Kill all the enemies using the roundhouse kick (joystick down and fire).

Level 1-2: The Motorbikers can only be killed by several well-placed jumpkicks.

flying-knee man with spoilers. Trap him on the right to kill him, Level 2: Don't bother buying the

nunchukas — they're not much good. Be wary of the red judo men; they've got a nasty kick. End-of-level guard: Use flying kicks on him like mad, keeping an eye on his punch and kick. Watch for his henchmen, they appear from time to time to help pulverise ya.

everything. When you get out, run right quickly, as swordsmen arrive ready to slice 'n' dice.

These fellows require three hits before dying. Don't get trapped between two of them; they'll turn you into mincemeat. Just go slowly and carefully.

toughle you have two swordsmen to take care of. Finish 'em off and it's onto the purple-bomb-thrower himself. Try to avoid his flying kicks; they're as deadly as his bombs and shurikens.

He'll pause for six seconds before multiplying into three. While he's paused,

stand above him and fire repeatedly. When he multiplies, you'll trap off two of the three and kill them. The third is watching from a distance, so when the replicas are dead, go get him using a jumpslash when he's stationary.

Level 4: This is where the archers put in an appearance. Kill them using the jumpkick whilst dodging their arrows.

End-of-level guard: This one's a bit tricky. If you trap him on the right you get stabbed, so try jumpkicking him repeatedly. Hopefully you'll win through.

Level 5: Place those jumpkicks well to knock the motorcyclists flat on the concrete.

Level 5-2: Here come the ball-and-chain gang. These blokes are fast, powerful and capable of long-range attacks. They require four hits each before they bite the dust, so get ready with the jumpkicks (yet again).

Level 6: Go to the shop and buy everything.

There are no opponents on this level. Instead, huge hands (yes, hands) and rocks home in on your position, so well-timed jumps are required to get to the end.

End-of-level guard: The screen looks empty but don't race through the middle, as the 'GO' arrow suggests. Edge along the bottom of the screen to avoid getting shredded by the spinning disc. When you get to the end, you face another knight: trap him on the left and give 'Im a good kickin'.

Level 7: Before the level loads, hold down the pause key to see:

1. A door with the words ROSETTA inscribed on it.

2. A tiled floor (circles) with ROSETTA randomly written on it.

A huge fireball-spitting dragon.

The door to Level 8 will open by spelling the words ROSETTA using the tiles. But watch it — step on the wrong tile and you'll lose a life, either by exploding or being spat at by the dragon!!

And that's it for the time being as poor Mike can't finish Level 7 himself! If anyone's completed DD III, write in so we can put an end to Mike's misery.

numbered day, some credits are generated. So the only way to get maximum credits and have your population go up at the same time is to do the following. Just as an odd day is about to start, put the tax rate to 100%. When the credits are generated, put the tax rate to 0%. When population is generated, put the tax rate back to 100% and repeat the whole procedure. This way

you get maximum credits and have an increased growth rate and morale. The only problem you may encounter is not producing enough food for your population.

- 4. Once you have enough citizens, you can start making an army. Fill all your 24 platoons with 200 men. Then leave them to be trained to 100%.
- 5. Now buy three more horticultural stations, so

that altogether you have five horticultural stations and one mining station.

Now it's time to arm your troops, and with this cheat the only option is to go for the lbest. Go to the troops and look at your first platoion. If it's now at 100%, do the following:

Put the 'suit cost' to 295 credits: the personal Force Field (the most protective). Put the weapon cost' to 250 credits: the Nuclear Mortar (the most destructive). Therefore for a platoon of 200, the cost is 109,000 credits. This sounds like a lot, and is, but with the cheat it shouldn't take to long to generate that amount of money. At first, just arm five platoons like this.

7. The maximum number of citizens allowed is 30,000. But the five horticultural stations you have can only support 14,500 people. When you reach this limit you can adjust the tax rate to 40% to stabilise the population. You can still use the cheat, remember. If the number of citizens rises considerably above the limit, you can lower it by putting the tax rate to 100%.

Buy an atmosphere processor and start to format the nearest planet to you.

9. Buy a battleship. Fill it up with 850 T of fuel. Put four platoons on board and launch it. As soon as the planet is formatted and ready, send the battleship to the planet, land it, deploy one platoon and put all the population from this new planet into the battleship.

 Some planets are more useful than others, If the first planet you format isn't a desirable one. leave it and format the next one. The best planets

Metropolis — good for credits. Volcanic — good for minerals and fuel.

Metropolis — Use the cheat to get six horticultural stations and set them up on this planet. Also send a solar satellite. Use the cheat to get the population to its limit, depending on the number of horticultural stations. You can then 'send the cash to Starbase' using the appropriate

Volcanic — Send two mining stations to this planet along with a solar satellite, remembering to

ERMINATOR 2

T2s more than a little hard to complete, but Michael Moriarty from Co Meath has some exceedingly good ideas to finish it.

Level 1

If it's points you're after, simply block and uppercut when you can. Other than this, keep the T-1000 at a distance and use the leg kick when he advances. When he's in close, just block and use the headbutt to knock him back.

Level 2

At first this seems impossible, but just keep playing and you'll soon remember the layout of the course.

remove all the population if you wish. Just use a cargo ship to take back fuel and/or minerals back

to Starbase every now and then. IT'S IMPORTANT YOU DON'T VENTURE FURTHER THAN THE SEVENTH PLANET AWAY FROM STARBASE!

If you don't get the desired planets, make do with what you have. Use a desert planet as a volcanic one and a forest planet as a metropolis one. It must be noted that a forest planet with six horticultural stations can support 30,000 citizens. It's up to the player to decide whether to have a forest or metropolis planet.

Once you have one volcanic and one metropolis planet you don't have to search any more. Just make sure you have at least four platoons on every planet you want, and none on the ones you don't. You don't need platoons on Starbase if you have other planets, because your enemy will always go for them first.

HITOTSU SYSTEM — WOTOK

This is by far the easiest of the four systems. General Hint no.10 doesn't have to be implemented. Just format the nearest planet to

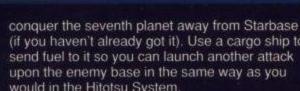
you and colonise it (whatever type it is) in the same way as you would a metropolis planet. Send a battleship with four platoons and deploy them. Use the cheat on both planets to produce enough credits to arm the rest of your platoons. Once that is achieved, place all the platoons from Starbase into battleships and send them to the enemy base. Land them and deploy them. If you want to be safe, send all platoons on Planet 1 (the one you've formatted) to enemy base and deploy them. Once you have one, sit back and watch Wotok get frizzled in the execution chamber (how pleasant).

FUTATSU SYSTEM ---

This time buy four solar satellites and launch them into orbit as you need energy and credits to buy items. Get a metropolis and volcanic planet, making sure you have at least four platoons on each. Smine uses a 'splatter technique, attacking your planets (except Starbase) randomly in quick succession. He only uses small, feeble platoons, though, so one of your platoons could take 10-15 attacks.

Once all platoons are equipped.

conquer the seventh planet away from Starbase (if you haven't already got it). Use a cargo ship to send fuel to it so you can launch another attack upon the enemy base in the same way as you would in the Hitotsu System.



MITTSU SYSTEM — KRART

Buy four solar satellites and two mining stations. Use the cheat to obtain four horticultural stations and start making platoons-they take twice as long to get 100% in this system. Use the General Hints to get one volcanic and one metropolis planet. These planets must be heavily defended with at least four platoons deployed, and it's a good idea to have four in reserve on a battleship on the planet.

Practise sending two mining stations on Starbase to the volcanic planet, replacing them with two horticultural stations, then using a cargo ship to supply Starbase with fuel and minerals. Krart will attack your most useful planets depending on the time. He'll go for your volcanic planet in the early stages of the game and the metropolis planet later on. However, he could suddenly switch and attack another planet, so watch it!

In this system you must accumulate credits: your goal is about 5,200,000. This is possible because this system takes a long time to complete. You'll be lucky if you can win before 2047. Remember to use the cheat constantly.

On no account are you to attack the enemy base before 2040. In this year all battleships become nuclear-powered and can travel anywhere without refuelling. Send all platooncarrying battleships not immediately needed to defend any planets, to the enemy base. Once deployed, send the platoons on your other planets to the enemy base so all 24 platoons are attacking Krart's planet.

As soon as your platoons are wiped out (you won't win first time), start making them again. That's why you need so much money as you need to arm your troops as soon as they reach 100% fit, instead of waiting to generate the money

Remember to return all battleships back to Starbase. As soon as your platoons are ready, attack the enemy base again. This way you should defeat him on your second or third

YOTTSU SYSTEM — RORN

This is the ultimate system. Do exactly the same as you would in the Mittsu System, apart from the

At the beginning of the game getting two or

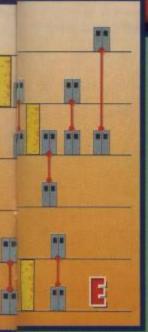
PART	JOR EVENIS
Year	Event
2010	Start
2011	Atmosphere processor completed (Hitotsu system only)
2012	Electromagnetic storm sweeps across the galaxy, affecting equipment. Quickly switch back on all horticultural and mining stations again.
2016	Your scientists have produced a new plant hybrid that doubles the output of all horticultural stations. Use the cheat to get the population on your planets to 30,000 and continue using it.
2020	The planet hybrid has turred out a to be a failure. Scientists have reverted to the old species. Quickly put all populated planets' ax rates to 100% until the populations are at pre-20.6 levels.
2037	Your chemists have developed a new fertility drug. Initial tests are yielding a nuch higher growth rate. Your citizens can now multiply to 30,000, but watch your food levels! If you wish, you could just stabilise

the growth rate by puttingthe tax rate to 51%. Battleships are now nuclear-powered. No more refuelling needed! The fertility drug given to sivilians could have been fatal! Luckily extensive bi-lab research stopped it j just in time. Put the tax rae to 100% until populations are at pre-2017 levels. If you decided not to raise your population to 30,000 and left it as it was, put the tax rate backdown to 40% (from 51%) to stabilise growth.

2040

2047

FLAMB TREE



Lawel 3

Easy. Simply get the colours and numbers in the original order, not forgetting the two lires at the back.

Level 4

Couch by the general staff and wait until they punch twice, then hop up and lay 'em out using your stick. The doctors are similar except they punch two to three times. See map for level layout.

Level 5

Use the same techniques as in Level 1.

three platoons equipped quickly is essential as
Rorn attacks Starbase very early into the game.

2. Rorn has a much bigger garrison on enemy
Level 6

base than Krart had, so it'll take three or four attacks to beat him.

If you defeat Rorn, you become the most Supreme economis, general and leader in existence. Now that's something to tell your children.

BOMBUZAL

Imageworks

These level codes sent by someone, somewhere. Whoever you may be, I thank you.

BOMB - OOO

RACE — 008 RATT — 016 LISA — 024

DAVE - 032

IRON - 040 LEAD - 048

WEED - 056 RING - 064

GIRL — 072 GOLD — 080 OPAL — 088 SONG — 096

FIRE — 104

LAMP - 112 TREE - 120

SINK - 128

ROADBLASTERS

US Gold

More hot-wheeled action hints, sent by Marc Cobelli from the depths of Dorset.

When fuel is low, try to slow down to under 100mph so you won't be shot at, quickly pull back on the joystick and keep it there. You'll find you can carry on without stopping.

FLIMBO'S QUEST

Kixx

Catherine Hill from Worcester has some great tips for this fabulous game.

Hidden on levels 2, 4, 6 and 7 are magic scrolls. Kill the flashing creature to get the normal scroll, then collect the hidden scroll: they combine to form a 'Super Scroll', enabling you to skip the level without collecting six or seven letters. You also get bonus lives from the different levels. Here's where those scrolls are hidden: Level 2 — At the very end of the screen, to the right under the broken rope bridge (guarded by a snail).

Level 6

Take your time and try to start in the upper-left part to work your way out.

Level 7

Again just take it easy and avoid the elevator on the ground floor.

Level 8

Try to keep the cross-hair on the helicopter. Only move when you need to and keep hammering on that fire button.

Level 9

Repeat the Level 1 process. Keep the T-1000 at a distance, and block when attacked. Fire repeatedly and knock the metallic mutant into the lava.

Level 4 — On the top of the shop doorway in the opening picture (guarded by flies).

Level 6 — To the far left of the screen at the top

of the steps (guarded by a small blue witch). Level 7 — To the far right of the screen under the steps leading of it (guarded by ghosts).

TURBO OUT RUN

Kixx

Fancy speeding around in a hot Ferrari with a

PLATOON

The Hit Squad

Shiraz Hussein has put pen to paper and come up with this rather tasty hint (that also works on some other Ocean multiloaders).

In the Tunnel System when it tells you to rewind side B, press fire instead and the Jungle section should load straight in. You can now play on without getting killed. Darned useful.

beautiful female by your side? Well for those of you who can't get to grips with *Turbo Out Run*, Dan Andersson from Sweden has the perfect answer.

 When you're playing the game and only have a few seconds left (or you just want to finish the game) press RUN/STOP.

2. Press F3 (BUT DON'T RELEASE IT!) and move the joystick forward.

3 Wait

The next part will load and you get \$1,000,000 so you can buy anything you like to soup up your automobile.

FOOTBALLER OF THE YEAR 2

Gremlin

A game of soccer always puts you in the right trame of mind and 'young man' Gavin Rawson

A CONTROLL OF THE PARTY OF THE

MATCHES, THROW
SEED, GIVE GAME, E,
E. CUT ROPE, N,
PULL NAILS, GET
TORCH, LIGHT
TORCH, E, SWIM
RIVER, E, DROP
DYNAMITE, LIGHT
DYNAMITE, W, WAIT,
WAIT, E, S, TURN
BRACKET, E, E, EAT
PILLS, RIDE PONY.

Sometimes frantic alien blasting and mindless platform romps just don't tickle yer fancy and a brain-tingling adventure is needed instead. Here are the solutions to two such games, courtesy of Steven Barclay from Glasgow (bah, he should've sent 'em to me! — Bash).

Danger! Adventurer At Work GET STOOL, THROW STOOL, CLIMB

GET STOOL, THROW STOOL, CLIMB WINDOW, GET HEAD, E, IN, GET ROPE, OUT, N, E, GET TORSO, GET BULL, W, S, E, S, GET BOLTCUTTERS, N, W, IN, CUT WIRE, GET RECEIVER, OUT, E, E, S, GIVE RECEIVER, GET BROOM, N, W, W, W, W, W, GIVE BROOM, GET NEEDLE, X DUNG, GET COIN, N, GET LEAFLET, S, S, E, E, GET LEG, KICK FENCE, GET SEED, E, D, GET TUBE, WEAR TUBE, U, W, W, W, W, W, W, N, GET RLEG, S, W, GET BUCKET E, E, E, E, E, E, E, D, FILL BUCKET, U, W, W, W, W, W, S, GIVE BUCKET, GET RARM, OUT, N, N, E, E, E, E, N, N, E, DROP ROCK, PUSH HUMPTY, GET EGGSHELLS, W, S, S, W, W, N, IN, GIVE GOLD, OUT, S, W, N, GIVE EGGSHELLS, S, W, N, GIVE COIN, N, N, LOUN BENCH, GET PILLS, MAKE BODY, ATTACH ELECTRODES, PRESS SWITCH, N, PULL BRICK, GET

The Inner Lakes

S. S. SE, X SINK, GET SOAP, UNDRESS, TURN KNOB, RUB SOAP, DROP SOAP, TURN KNOB, DRESS, NW, X WARDROBE GET BOX, N. NW, TALK TO NOEL, GIVE BOX TO NOEL, TALK TO CUSTOMER, X KEY, READ NOTE, E, X POCKETS, GET POUND, CLOSE DOOR, BUY SAUSAGES, W, SE, W, PUSH DOOR, UNLOCK DOOR, N, DROP KEY, OPEN FRIDGE, X CUPBOARD, OPEN DRAWER, GET KNIFE, S. S. S. X SOFA, GET MASK, N, W, GIVE SAUSAGES TO DOG. GET CAN, E, N, N, GET RUDD, S, S, E, E, E, GET ROD, BOARD BOAT, X ENĞINE, POUR PETROL IN TANK, PULL CORD, S, W. SW, PUT RUDD ON HOOK CAST IN, REEL IN, GET PIKE, X PIKE, NE, X PIKE, GUT PIKE WITH KNIFE, GET LURE DROP KNIFE, E. N. W. LEAVE BOAT, DROP CAN. W. NW. GIVE PIKE TO NOEL, GET DETECTOR. GIVE LURE TO CUSTOMER, SE. E. TURN ON DETECTOR, SEARCH, DROP DETECTOR, GET ANCHOR, BOARD BOAT, PULL CORD, S. E. E. X TREE, WEAR MASK, OPEN BOTTLE, EMPTY BOTTLE INTO NEST, DROP BOTTLE, GET GRUBS W. W. S. PUT GRUBS ON HOOK, CAST IN STRIKE

STRATEGY

SPORTING NEWSBASEBALL: It's statistically staggering, and it's incredible graphics and exciting life-like gameplay make it the ultimate in baseball simulation. You can control, play and manage your own big league team. Now, play ball C64 disk £14.95

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BUDOKAN

Electronic Arts

Beat-'em-up time once more. Marc Cobelli offers a rundown of the best weapons to use against the opponents.

range

 Karate vs Karate 2. Nunchukas vs Kendo

3. Kendo vs Tonfa

4. Bo vs Nunchukas

5. Kendo vs Bo

Fist/Nunchukas vs Karate

7. Nunchukas vs Kusari-gama

8. Kendo vs Naginata

9. Bo vs Nunchukas 10. Karate vs Ninjutsu

11. Bo vs Yari

12. Bo vs Bo

Easy, just pile in Keep distance, high and low Get close and strike fast Mainly pull back and strike Remember to use double Very easy to beat Keep your distance and strike Easiest so far Pull back and strike Watch out for jumpkicks Get within distance and strike high and low Strike as soon as you're in

I've received a whopping load of Pokes, all of which are tapped in on the keyboard or used in conjunction with a Reset or Action Replay cart. They're ecstatically easy to use but in case you're utterly incompetent here's a quick rundown.

Listings — These are just basic programs which you type in before loading a game. Copy the listing exactly as you see it, save it, run the program and load up the appropriate game.

Reset Pokes — You must have a Reset cartridge or switch to be able to enter these pokes. Once a game's loaded, Reset the 64 (via the switch): the game is still intact and you now enter the poke. This is followed by a SYS number to restart the game.

Action Replay Pokes - Insert the cart and select 'POKES' from the menu to enter the hacks. Press the restart key (F3) and the game's ready to play. Reset pokes can be used with the Action Replay cart but not the other way round.

032, 213, 006, 141, 249 32 DATA 036, 142, 065, 012, 142, 086, 034, 140 33 DATA 128, 035, 096

ST DRAGON

A nifty blast-'em-up — Shazad fro Rochdale has uncovered this chea for invincibility

Load up the game as normal. S playing but get killed. Before you begin on your second life, pause t game (P), and quit (Q). Re-start at you'll be completely invincible. The only problem is that you can't colle power-ups, so destroying big baddies could take that little bit longer.

Storm

Shazad also has a Rodland cheat. You need a autofire joystick for this. When you get 'EXTRA slam on the autofire (as soon as you get your letters) and you'll find yourself fighting just the end of level bosses. Kill them all and the game completed. Cor blimey!

from Sheffield has sent in these fascinating footy answers. Select 'Double or Nothing' (the

Year	Footballer Of The Year	Score	FA Cup
1007		36.3	Finalists
1967	J Charlton	2-1	Tottenham v Chelsea
1968	G Best	1-0	West Brom v Everton
1969	D Macey	1-0	Man City v Leicester
1970	B Bremner	2-1	Chelsea v Leeds
1971	F McClintock	2-1	Liverpool v Arsenal
1972	G Banks	1-0	Leeds v Arsenal
1973	P Jennings	1-0	Sunderland v Leeds
1974	I Callagham	3–0	Liverpool v Newcastle
1975	A Mullery	2-0	West Ham v Fulham
1976	K Keegani	1-0	S'hampton v Man Utd
1977	E Hughes	2-1	Man Utd v Liverpool
1978	K Burns	1-0	Ipswich v Arsenal
1979	K Dalglishi	3–2	Arsenal v Man Utd
1980	T McDermott	1-0	Arsenal v West Ham
1981	F Thijssem	3-2	Tottenham v Man City
1982	S Perrymain	1-0	Tottenham v QPR
1983	K Dalglishi	4-0	Man Utd v Brighton
1984	I Rush	2-0	Everton v Watford
1985	N Southall	1-0	Man Utd v Everton
1986	G Lineker	3-1	Liverpool v Everton
1987	C Allen	3-2	Coventry v Tottenham
1988	J Barnes	1-0	Wimbledon v Liverpool
1080	S Nicol	2.2	Liverpool

0 REM VS SPACE MUTANTS CHEAT 1 FOR X=258 TO 444: READY: C=C+Y: POKE X, Y: NEXT 2 IF C< >19203 THEN PRINT "DATA ERROR":

END 3 POKE 157, 128: SYS

258 10 DATA 032, 086, 245, 169, 019, 141, 227, 002 11 DATA 169, 001, 141, 228, 002, 096, 072, 077

12 DATA 080, 169, 076, 141, 060, 009, 169, 035 13 DATA 141, 061, 009, 238, 062, 009, 076, 000 14 DATA 008, 169, 032

133, 001, 162, 017, 189 15 DATA 072, 001, 157, 202, 006, 202, 138, 208 16 DATA 246, 162, 099.

032, 213, 006, 141, 118 24 DATA 036, 142, 027,

012, 142, 032, 002, 140

25 DATA 058, 035, 096,

032, 213, 006, 141, 208 26 DATA 024, 142, 198

012, 142, 138, 015, 140 27 DATA 001, 009, 096,

032, 213, 006, 141, 041

28 DATA 036, 142, 048, 012, 142, 193, 033, 140

29 DATA 237, 034, 096. 032, 213, 006, 141, 209

30 DATA 036, 142, 047

012, 142, 045, 034, 140

31 DATA 089, 035, 096,

189, 089, 001, 157, 255 17 DATA 221, 202. 138 208, 246, 169, 203, 141 18 DATA 004, 004, 169 006, 141, 005, 004, 169

19 DATA 032, 133, 001. 032, 000, 222, 108, 002 20 DATA 000, 169, 000, 162, 173, 160, 004, 096 21 DATA 173, 208, 024,

201, 001, 240, 028, 201 22 DATA 133, 240, 040 201, 024, 240, 052, 201 23 DATA 160, 240, 064,

American kid Bart Simpson (he's my role model! - Phil).

ADVERTISEMENT

DIAL-A-TIP

COMMODORE 64 CHEATS 0891 101 234 MEGATIP GAMESLINE 0891 445 987 AMIGA GAMETIPS 0891 445 786 AMIGA HOTLINE 0891 445 985 SHADOW OF THE BEAST I AND II/ BARBARIAN II INTERACTIVE SOLUTION 0891 442 022 COMPUTER FUNLINE 0891 445 799 FIRST SAMURI HELP LINE 0891 445 926 WHIZZKID COMPUTER QUIZ 0891 101 255 For details of our other helplines Dial 0891 445904

THE SIMPSONS

A reader who supplified several listings is Jerry Walsh and here's one for that obnoxious

ALL LINES UPDATED WEEKLY PROPRIETOR:- Jacqueline Wright, P.O.Box 17, Ashton-Under-Lyme, Lancs. OL7 0WW Calls cost 36p per min at 'cheap rate' and 48p per min at other times

A big thank-you to the following gamesters for their contributions. They include Aron Daley, Paul Ninnes, Rakesh Pal, David Jensen and an anonymous person who submitted pages and pages of pokes.

ACTION REPLAY

42796,173 5th Gear 15171,173 7134,173 1942 5806,181 42043,189 Aliens 5579.173 Avenger 39513,165 Battlezone 19567,189 9905,173 Batalyx Cabal 9172,0 3625,181 Crackdown 11679,181

33687,189 Creatures 2 Die Hard 5801,173 Double Dragon 2 46537,173

46553,173 Dragon's Lair 4096,173 Dynamite Dux 17953,173 Elite

Infinite time Infinite lives Infinite ammo Infinite lives Infinite ammo Infinite shurikens Infinite lives

Infinite lives Infinite grenades Infinite lives Infinite lives (player 2) Infinite lives Infinite lives

Infinite lives Infinite lives Infinite lives Infinite everything 9699.0-255 Number of missiles Keep status clean 9648.18 9664,151 Front Military Lasers Rear Pulse Lasers 9665,15 9666,143 9667,50 Lasers 9661,255 9670,255 Tonnes 9688,255 9689,255 9690,255 9691,255 9692,255 9693,255 9694,255 9672,0-255 Textiles 9671,0-255 Food 9673.0-255 9687,0-255

14013,173

6156,173

7427,173

3246,165

ESWAT

Exolon

Worlds

Forgotten

Left Beam Lasers Right Mining For 255 Fuel Cargo Hold 255 Escape Pod Fuel Scoop **ECM System Energy Bomb** Energy Unit Docking Computer Hyperspace Unit Radioactives Alien Items Infinite missiles Infinite lives Infinite lives Infinite lives

> READ B: POKE A,B:

NEXT 50 FOR

NEXT 60 POKE

A=32768 TO

53280,0

70 SYS 32768

100 DATA

234, 234 110 DATA

234, 234,

65.0

169,173,141, 143, 12,

120 DATA

Foxx Fights \$ 2704,165 Back Guardian 2 ! 17618,173 23082,189 Gunship 22853,168 22898.165 Gutz 48372.165 Ikari Warrioors 48425.96 30855,165 Last Ninja Light Force 14235,173 Mega 32417,173 Apocalypses 32509.173 Narc

28447,173 Ninja Spirit 10448,173 Rainbow Islands 29535,189 50374,173 Retrograde Sanxion 14142,173 Sentinel 6664.96

Shadow Warriors Infinite lives Infinite lives Infinite weapons and decoys Infinite fuel

Infinite lives Infinite lives for both players Infinite lives Infinite lives

Infinite lives (player 1) Infinite lives (player 2) Infinite lives Infinite lives

Infinite lives Infinite lives Infinite lives No weapon loss when you get

spotted Infinite time

40 FOR A=304 TO 317: 32855: READ B: POKE A,B: 234, 76, 223, 169, 128, 133,

In every 64 owner's collection there's always one game you can't quite complete. The ones in which you get to a certain point and just can't get any further. Well, the clinic is the place for you to bring your aching infinite lives, sore lack of power, infected pokes and any other problems that need solving.

Steven Nolan is at his wits' end with Rambo, and the game is driving him crazy as well. Simply type in this listing, RUN it and load the game. 30 PRINT CHR\$ (147)

157, 160, 1, 152 130 DATA 170, 32, 186, 255, 169, 0, 133 140 DATA 183, 32, 213, 255, 169, 31, 141 150 DATA 150, 3, 169, 128, 141, 151, 1 160 DATA 76, 99, 3, 32, 76, 128, 169 170 DATA 54, 173, 225, 65, 162, 0, 189 180 DATA 55, 128, 189, 228, 65, 232, 224 190 DATA 32, 208, 245, 76, 0, 64, 173 200 DATA 0, 64, 141, 0, 160, 169, 11 210 DATA 141, 17, 208, 76, 84, 164, 84 220 DATA 82, 79, 76, 76, 89, 33, 169 230 DATA 48, 141, 60, 65, 169, 1, 141

240 DATA 61, 65, 96, 234, 234, 234, 234

Steven Maxwell is just as despairing: he

31185.175

keeps running out of morale on The Great Escape. Here's a listing just for you, Steven. Type it in, RUN it and you'll find it one heckuva lot easier. 5 PRINT CHR\$ (147 10 FOR I=52992 TO 53055 20 READ A:C=C+A: POKE I,A: NEXT 30 IF C< >7212 THEN PRINT "ERROR IN DATA!": END 35 PRINT "DATA OK - SAVE LISTING FOR FUTURE USE": PRINT 36 PRINT "TYPE 'SYS 52992' TO START": END 40 DATA 32, 44, 247, 56, 234, 141, 32, 208 50 DATA32, 108, 245, 169, 24, 141, 67, 4 60 DATA169, 207, 141, 68, 4, 76, 99, 3 70 DATA169, 99, 141, 111, 1, 169, 3, 141 75 DATA112, 1, 169, 20, 133, 104, 169,

157 85 DATA99, 3, 202, 16, 247, 76, 20, 173 90 DATA169, 165, 141, 191, 67, 76, 190,

80 DATA133, 105, 162, 7, 189, 56, 207,

An adenturer requires some help now. He goes by the name of J Nixon and wants cheats fc the game Majik, as well as Kentilla ind Necris Dome. Is anybody out there wh can help this poor man?

Nell Goat begs for help in a big way for

FLITTE TITE

FEI PONES

	34665,234	IrInfinite lives	Great Giana		
	25002,173	IrInfinite energy	Sisters	8757,173	Infinite lives
Skull &				SYS 25532	
Crossbones	28479,165	IrInfinite energy	Haunted		
Smash TV	4193,165	IrInfinite lives	House	7609,234	Infinite lives
St Dragon	10469,173	IrInfinite lives		SYS 9500	
Strider	35259,173	IrInfinite lives	Indy: Last		
Test Drive 2	25875,165	Idnfinite lives	Crusade	32552,173	Infinite lives
Thrust	37487,0	Irinfinite lives		37255,173	Infinite whips
Turrican 2	3085,173	IrInfinite time		35756,173	Infinite torches
	19319,0	Weapons		SYS 32092	
	19239,96	Idnfinite power	Living		
WEC Le			Daylights	4390,238	Infinite lives
Mans	39058,173	Idnfinite time		SYS 4352	
Zamzara	12303,173	Idinfinite lives	Oink	39922,165	Infinite lives
	12322,173			SYS 16384	
- Augustines			Scooby Doo	7450,96	Infinite lives
RESET				SYS 2560	
Bombjack 2	7053,200	Idnfinite energy	Thunderblade		Infinite lives
	SYS 3303			SYS 4096	
Falcon			Trantor	6571,234	Infinite energy
Palcon	16705,250	Infinite lives		6572,234	
	SYS 16640			6573,234	
Fighting				SYS 6454	
Warrior	57687,165	Infinite lives	Underwurlde	34404,45	Infinite lives
	SYS 49278			SYS 36209	
Gilligan's Go		Infinite lives	Wicked	7478,173	Infinite lives
	SYS 25532			SYS 20048	

Wild West. It's an old game, in fact it's an antique, but he shall not rest until he gets some cheats. Can you help?

- Treasure Island Dizzy is baffling Robert Fynes from Dublin. He gets stuck by a big rock in the Gold Mine and whilst in the water he can't jump up onto a ledge (a crab lurks underneath). Bob would be very welcome of any help so get sendin' in those solutions.
- Scotland, the home to bagpipes, haggis and Paul Rollie. He yearns for help with Impossamole and Dark Fusion.

I happened upon some cheats the other day and as luck would have it, they were for Impossamole!

When you want to stop a baddie, keep pause held down: although you move in slow motion, all enemies in range will stop. Now you can blast or kick them without them moving. This can be used against any end-guardians — they stop and can't retaliate.

Achieve a high score and type JUGGLERS. Play the game again, get another high score and enter either of the following.

HEINZ — For three weapon power bars.

ANNFRANK — For a low energy top-up.

LUMBJAK — For double length energy
bar.

As for Dark Fusion, my resources are rather frail on that one I'm afraid. If you have an infinite lives cheat for this game, feel obliged to send it here to the Clinic.

CHEEKY CHEATS!

Some cheats here for various 64 games from Wolverhampton's own Mark Watters.

SPEEDBALL 2

On the Imageworks title screen type BRADFORD-ON-AVON (including hyphens). You will hear a surreal sound effect. Then, while you're playing, press G to grab the ball, T to tackle your opponent and F to freeze the opposition.

GHOSTBUSTERS

Activision

Ghostbustin' makes you feel good, apparently, and to help you accumulate lots n' lots of money Raymond Reis from Holland has these account number codes.

NAME	ACCOUNT	
	NUMBER	\$\$\$
NNN	21314100	23000
PETER	31664300	29900
TURK, THE	06660401	48600
BUTTERFLY	04664701	60000
NNN	20406201	70000
POKE	2014.9	90000
S, S	1984	100000
P.M	1984	100000
12345	25393120	415500
HERBIE	05250624	500000
BUTTERFLY	50542224	512800
	458	1000000

HALL OF FAME

A plethora of cheats arrive on my mouse mat everyday, but due to lack of time and space I can't print them all. So to cheer up all those who's stuff ain't been used, I thought I'd give 'em a mention for the effort.

Guy Breakingbury (South Glamorgan), Paul Hatch (Southampton), Mark Wilkins (Leicester), Kevin (Essex), Dermot Curran (Co Dublin), Mark Hibbert (Manchester), Paul Moy (Devon), Donncha O'Caoimh (Cork, Ireland), John Morley (Warwick), Steven Eustice (Herts), Thomas Buxton (N Humberside), Roland Jackson (Lancaster), Danny G (Cumbria), Jason Mearns (Dublin), Paul McKeown (Dublin), Stewart Letham (Fife), Christopher Dent (York), Andrew Whitehouse (West Midlands), Mr A R Robinson (Gosport), David Simmons (Tasmania), Michael Cooper (Sheffield), Davidde Gray (Peterborough), Sean Gascoigne (West Yorkshire), Amanda Morrison (Australia), Carl Ellis (Blackpool), Blair Williams (New Zealand), Richard Holden (Manchester), and Colm De Cleir (Ireland).

WIZARDS LAIR

The seven passwords are:
 CAIVE HAWLO
 CRYPT DUNGN
 VAULT LIAYR
 LYONS

CRAZY CARS

Type Fast on the title screen to go faster.

QUACK ATTACK

During play type ITS QUICKER BY AIR for infinite jetpack fuel.

Another anonymous contributor sent in these cheats.

SNARE

As you press fire to start the game hold either F1 for infinite lives or F3 for immunity to holes.

CREATURES

On the title screen wait until the music ceases. Hold control and press 2 on the keyboard very rapidly and watch the Fuzzies jump. They turn grey and infinite lives are yours.

That's your lot for this month, but fret not as I shall return once again next issue with a bonanza of cheats to help you overcome the most taxing of games. I receive lots of maps 'n' cheats each day but that's not good enough for me. Nah, I want GARGANTUAN amounts. Be it massive multi-page maps, list upon list of game-defeating pokes or an embarrassing request needing the Clinic treatment, just send it in. The more original the better, as far as I'm concerned, with the best of the bunch winning a great Action Replay cart. Make sure you include a stamped, self-addressed envelope if you want any of your time-consuming work returned, and post it all to The Tipster, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 IJW.





Is the Commodore 64 a dying market? Will it be overtaken by the bigger, badder and more blimmin' expensive machines? At least one budget label seems to think not, as IAN OSBORNE discovered...

can't see the need for panic, insists
Jim Scott, proprietor of budget
newcomers Beyond Belief and ardent
supporter of the C64 sceme. Commodore 64
software's selling very well. There's only a
problem when distributors listen to industry
rumours.

Rumours... 'the consoles are taking over' screams the retail chain. 'It's all 16-bit now' whines the computer pagge in the local rag. (usually written by a forty/-year-old hack who thinks software is a pair cof comfortable smalls)

So if the Commodore scene isn't on its last legs, why have so many people got it so wrong? Jimmy thinks he knows...

Founded around 18 months ago, Beyond Belief entered the market as an 8-bit budget label but are now looking into 16-bit and full-price C64 titles too. How can a new company launch itself into a dying market? 'It can't,' says Jim, 'and our sales suggest the market's anything but dead.

'There are too many software houses who develop games on 16-bit computers and throw together an 8-bit version as an afterthought. This does the scene immeasurable harm — people buy these games purely on the strength of the hype, and when they find they're crap they lose faith in the market. These days most decent releases are on budget labels.'

Blow to Biff

And that's where the company's coming from. Their first game, *Devastating Blow*, was also their best seller, shifting around 9–10,000 copies across all formats, a very respectable figure for a first release. Bearing in mind how awful it was on

the C64, this is quite a feat! Going from success to success, their next outing (a simple soccer-management sim called Jimmy's Soccer Manager) also sold well, but surprisingly their third and (to date) finest game, Biff, shifted virtually nothing! Despite rave reviews in the computer mags (C64, Speccy and Amstrad), the Dizzyesque arcade adventure starring a cheeky chimp became their worst seller.

'It's at least partly due to the lousy sleeve,' argues Jim. 'We had no idea how bad it would look until we saw it'. Soon to be

relaunched in a better cover, hopefully it'll generate the sales it deserves. Like Dizzy, Biff is to be an ongoing character — his next game is Shove Off, a hundred-odd level puzzler, and

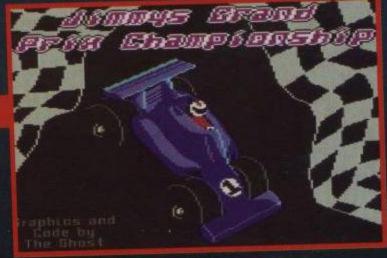
JIMMY'S GRAND PRIX

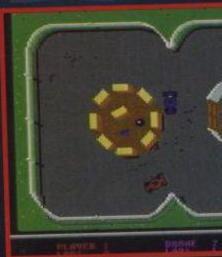
t's lean, it's mean and dit's coming to a C64 near you — soon! Jimmmy's Grand Prix is a Supersprint variant, featuturing eight tracks and three cars.

Beyond Belief aren't totoo happy with the movement at present —— the current 16 degrees of turn will be exexpanded to 32, and at the moment the cars terend to 'bounce' on collision with walls. This is will be reduced, making it play more like e a Formula 1 event and less like dodgems.

We've been waiting a a long time for this one (eight months in developpment), but it looks likely to be worth it. And id its chances of success? It's got a picturture of Nigel Mansell on the front, so it's bound to to do well!







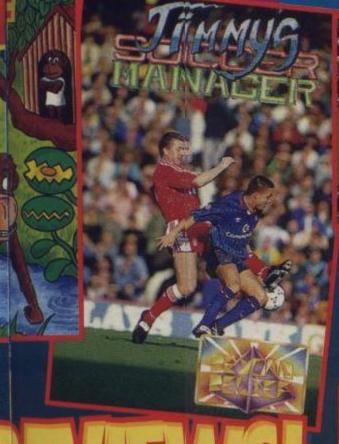




HANDS OF STONE

ot a Roberto Duran licence, Hands Of Stone is a horizontally scrolling beat-'em-up in the Double Dragon mould. Unfortunately there's no two-player option, but all the usual weaponry's there (bats, boxes, etc).

Beat-'em-ups have a chequered reputation on the C64, but If Beyond Belief get it right with *Hands Of Stone* they could pick up a fair few opportunist sales.



TIME 063

there's also plans for a Mario-style platformer. But was it only the cover that scuppered his C64 debut?

'Well no, it's also due to poor distribution. Some people just couldn't get their hands on our games. Distributors tend to concentrate on more expensive products because it makes for higher profit margins, and if a game's more than six

SUPER WONDER DOG

laying like Super Wonder Boy, this features big, colourful graphics, short-range fire, left-to-right scrolling and all the usual pixel-perfect leaps associated with the genre. Best of all, it's got a great cutesy character to hang it all on: Blot, a cuddly Jack Russell with a big friendly smile! Could he be the next Dizzy?

'SOCCER GAME'

nother untitled outing, this will be Beyond Belief's first excursion into the full-price market. Developed on the Amiga and intended as a Sensible Soccer beater (undisputed king of 16-bit footy sims), the Beyond Belief game will eventually make it to the Commodore 64, but not for a while.

Featuring bigger graphics than its illustrious predecessor, the control system has also been

altered — unlike Sensible the ball sticks to the player's feet, placing more emphasis on dribbling. A short stab of the fire button sends the ball reeling goal-ward; or hold it a bit longer to pass on release.

It won't be ready for a while, but in the COMMODORE FORCE office the soccer game is certainly Beyond Belief's most hotly awaited release.

KUNG FU WARRIOR

nother horizontal scroller, Kung Fu Warrior plays a bit like Dragon Ninja. A revamped version of the arcade classic Kung Fu Master, you'll be slashing with swords, throwing shurikens, swinging nunchuku, and all the other pacifist pastimes associated with the martial-arts fraternity.

SNARE

ha, a controversial one! Snare's being rewritten at the mo', having been 'lost' when its original programmer left to work for someone else, taking the code with him! A puzzle game in the Boulderdash mould, Snare teatures enhanced gameplay and some of the grooviest devices ever: Look out for teleporters, slime, bombs, switches, and more.

teleporters, slime, bombs, switches, and more.

Snare was a rave on the Speccy, but can it take the C64 to its limits? Only time will tell...

'POOL GAME'

s yet untitled, this one's a variation on the arcade opus *Pocket Gal*, but with the digitised nudes (appearing after every victory) removed for obvious reasons. The rules are pretty complicated (and nothing like normal pool), but the table plays really well.

As you can see from the screenshots, the graphics are terrific — they move pretty realistically too. A great energy-bar system, easy-to-use ball bias (topspin, left/right side, etc), and a dotted line showing the proposed path of the cue ball make this one very easy to pick up. There's no final release date as of yet, but it should be out by Christmas — look out for a full review in COMMODORE FORCE.







Did an awful cover really knock out Biff's sales? Maybe the new one will make it into a world champion.



weeks old they don't want to know! We've also had problems because we're a relatively new company: distributors tend to stick with older. larger, more established labels.

Soaring C64
'The market's definitely there,' Jim continues. 'A recent survey indicated that a massive 87% of retailers still want to stock C64 games, and most software houses (especially budget) are only too happy to go on producing them.

ot only does COMMODORE FORCE bring you the very best in games reviews, this month we'll also help you get 'em cheaper! All you have to do is cut out the coupon, tick the boxes for the games you require, slap it in an envelope with a cheque/PO for the correct amount, and send it to: Beyond Belief, 19 Oaks Drive, Higham, Ferriers, Northants NN9 8EX. Make cheques payable to Beyond Belief.

There's plenty of monkey business in Biff, an epic arcade adventure starring a cuddly ape, out to please his mum.

He's right too — computer trade paper CTW listed C64 software as the third-best seller, outstripping the Atari ST, PC, and even the Super NESI So what's the problem?

Commodore themselves did the C64 market a great deal of harm by putting out the Terminator 2 pack without a datacorder. This portrayed the C64 as a cartridge machine, which it isn't. The C64 cartridge never really took off.

That's true enough

remember the disastrous C64 GS, a cartridgeonly Commodore 64 that looked like an outsize Fisherman's Friend and sold like a Bruce Forsyth album? You don't? Oh well you haven't missed much.

'Companies who put games onto covertapes or rerelease fullpricers as budget outings while they're still on the shelves do serious damage too

few games that are still a long way off... Shellshock is a Commandoesque shootem-up with enhanced weapons and gameplay. All in all, a welcome update of a classic genre that went a bit flat after Ikari Warriors.

Also for shoot-'em-up fans is Soldier One, a horizontally scrolling blaster in the Rubicon/Hawkeye mould.

Finally, there's Kick-Start, a horizontally scrolling, viewed-from-the-side bike game for one or two players.

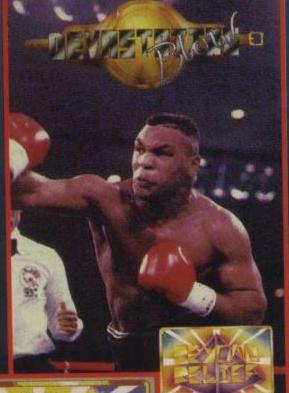
Retailers are left with unsellable stock on their hands, and will therefore think twice about stocking that company's product again, leaving fewer C64 games on the shelves.

Into the beyond
And the future? 'Our first three releases were fairly well received, so we'll certainly be

concentrating our efforts on the C64. We plan to release at least 12 games in the foreseeable future, and hope to treble the size of the company in the next six months.' Hardly the last gasp of a dying market. 'We're always on the lookout for C64 programmers too. With less and less Spectrum material being released, freelance Speccy coders aren't exactly thin on the ground, but C64 bods are extremely valuable.

So there we have it. Think your game's got what it takes to become a Beyond Belief classic? Send it to Jim Scott, Beyond Belief, 19 Oaks Drive, Higham, Ferriers, Northants NN9 8EX.

Mike Tyson's image helped to shift plenty of copies of Devastating Blow. Funnily enough, the game was dodgy too. Is that Vinny Jones below? You missed the ball, mate!





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Deep in the bowels of the Europress offices lies a heavy wooden door that leads into a deep, dark cellar. Formerly the lab of Norman Nutz and now redecorated and refurbished with the heated water pipes for Ken D Fish's luxury goldfish bowl, a shadowy figure is seen pinning a new brass nameplate to the door. It reads 'Professor Brian Strain, 10 GCSEs and completely modest!' Yes, after many requests and a bit of persuasion I'm here to answer your technical problems, from programming to printers, music to graphics, software and hardware.

THE FIRST

Dear Sir I was recently given a disk version of Pirates! by MicroProse. Unfortunately, when trying to load, all I get is 'File not found error in 1'



MicroProse don't have any replacement copies of this oldie, so could you give me any tips to make the prog work as it'll list, following the error message. Mr R Foster, Sheffield

 Congratulations on being the first letter ever in this technical column! Firstly, I

If, when you list the program, you get a SYS command, there's little more I can do to help you. If you find a Basic LOAD command, check the directory of the disk (LOAD"\$",8 then LIST) and see if the file mentioned in the LOAD command is there. I suspect you won't be able to, and thus the only option is to try and find a working copy. (Available again soon from Kixx, see review next ish -

presume you've tried removing extra hardware (eg

I wondered where I can get some spare parts for the Commodore +4 computer, as I have a couple of these machines which are a bit under the weather. I hope you can help as I'd like to get them running again.

Kevin Hutchinson, Sheffield

Hmm. Plus 4, not a bad little machine, I helped some friends set up one. As for spare parts, try OASIS Computer Services (14 Ridgeway Road, Salisbury, Wiltshire SP1 3BU; telephone 0722 335061). They offer spare parts and repairs for all the Commodore machines. A full repair should cost about £30-£40 inclusive, and the spare parts (should you be into DIY) around £15. Hope you can fix the 64's baby brother!

NAGEMENT

I'm in the middle of writing a management game on the C64, and am having a few problems.

Could you help me?

Q1. In my game II need to use random sentences. For example, if you order your men to kill someone, the computer randomly picks how the job went, eg:

- 1 He escaped
- 2 He was killed
- 3 He killed three of our men
- Q2. If you have a menu and you ask the player to enter which option he/she wants...
- 10 PRINT "MENU"
- 20 PRINT "1. Workers" 30 PRINT "2. Lamd"
- 40 PRINT "3. Shoops"
- 50 PRINT "4. Morney"
- **60 INPUT A**

70 IF A=1 THEN PRINT etc

...how do you get it so the computer prints up the option for whatever the person picks? Could you send me a listing showing all the options so the player can pick any number and get his information?

Brian Bogle, Co Londonderry, N Ireland.

How interesting, someone else called Brian! Seriously, good luck with your game. and here are the answers (I'll be sending you more details in the post). A1. What you need is an array containing a few sentences describing the outcomes. So, using the above example

A\$(1)="He escaped"

A\$(2)="He was killed"

A\$(3)="He killed three of our men"

Then pick a random number between 1 and 3 (more if you have more messages).

PRINT A\$(T) — Prints the random message. where T is the random number.

A2. The answer is to make each menu option lead to a SUBROUTINE. You can then GOSUB to the routine, print the information and RETURN to continue. To actually get to the subroutines (one for each option), use this line

ON A GOSUB 100, 200, 300, 400

If A=1 it'll jump to line 100 and continue from there (put the routine for number of workers at line 100 onwards, finishing with the statement RETURN)

If A=2, it'll jump to 200; 3 to 300 and so on. When the subroutine is finished, you'll return to

the line AFTER the ON A GOSUB. I hope that's helped. Brian

WHAT

Dear Prof

I have a problem (don't we all). I have a program which pokes a circle on the screen, makes X the poked number and by pressing a letter you can make X bigger or smaller by 1-40. But... Q1. How do you poke X?

Mr Anonymous, Anonyville

So you want to know how to make the new value of X, altered by pressing a key, to be where the circle is printed? Well, to get the circle to appear anywhere along

POKE 1024+X, 81 where 81 is the value for a circle. X must be in the range 0-39. If you want your program to be VERY complicated, add another variable called Y (in the range 0-24) and turn the line into:

POKE 1024+(Y*40)+X,, 81

After a delay loop, repeat the line but with a 32

Now for some handy advice from Les Todd of Henlow in

Bedfordshire... or maybe not. He sent in a two-page masterpiece on how to tune your computer for use with a TV set. I'm sorry I can't reproduce it in full,

but I was slightly confused by all the talk about altering potentiometers. Do you really need to go to all that hassle? I just chose a spare channel on the TV (eq 6 or an audio/video channel) and tried tuning it until I got a good picture with very little background noise!



I'm currently in possession of a dual disk drive. It has a power lead, but nothing to connect it to my 64. I'm wondering if the correct leads are available and, if so, where from and approximate price.

I'm worried as the lead connection at the back is not a DIN socket like the one on the back of my C64. The C64 I own is the new style (if that makes any difference!). Your help will be

greatly appreciated.

Mark Dodd, Mapperly, Notts

No, no and thrice no! The C64C (or new-style 64, as you call it) is 100% compatible with the old 64. There are no colour changes, memory changes or anything (contrary to popular rumour). The only difference is in the sound chip.

As for your disk drive, which I presume was originally from the 8040 or a similar old Commodore business machine, what you need is an IEEE interface. Meedmore Distribution at 28 Farriers Way, Netherton, Merseyside L30 4XL (telephone 051 5521 2202) should be able to help, but please note that software designed for use with the 1541 drive won't work with the

Brian

new position. I hope you understand all that ...

at the end to clear the

circle, ready to move to its

So, that's the end of the first barnstorming bumper bundle, bursting forth with its busy business of informing YOU, the COMMODORE FORCE reader. Tune in next month for some more advice and astounding alliteration. Send your letters to:

0

Dear Prof

I have an old-style Commodore 1541 disk drive. At first the drive wouldn't work correctly and not load or save, and the drive motor continued after switching on — without any commands sent to it. I discovered one of the 6522 chips was working incorrectlly but, not knowing which one, I replaced both of them. The drive now loads as normal but won't save, and corrupts any data if

placed on a disk. When formatting, the computer takes a very long time and gives an error message (flashing disk light)

Bernard Giltrap, Coventry

PS. Would a graphics-booster chip be possible on C64 games carts in a similar way to the new Nintendo games availible?

Bernard, do you mean that you yourself replaced the cchips, or did you get a qualified technician to do it? It souunds very much as if you've made a mistake somewhere, and uppset the 16K ROM chip that holds the Disk Operating System ((DOS, for short). I'd get in touch with OASIS (address elsewhere i in this column) and see what they can do for you.

As for the format priroblem, it usually takes over two minutes anyway, and the error light could mnean a dodgy disk. The graphics booster chip would, I think, be almost imposssible on the C64. As it stands, the C64 has better graphics than the Ninhtendo Entertainment System, and the games are a lot cheaper!

Brian

Professor Brian Strain, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

Enclose an SAE if you want a personal reply or a particular listing (however, if the response is too large I can't guarantee everyone a reply).

2 FUELG DOMANIE

FIG. C

Well wallop my
windmills, if it isn't that
dynamic Dutch dude
REMI EBUS, here to bring
you the lowdown on the
yery best PD demos...

WOTZ PD?

ublic Domain, or PD for short, is a collection of programs for which the author has waived his or her copyright—it can be legally copied or sold for a small copying fee through PD libraries, but cannot be sold for profit or incorporated into commercial programs.

Games and utilities can be found on PD, but dazzling demos are by far the most popular...
Take it away, Remi!

his month the PD File is dedicated to one aspect of demos — the graphics! Don't ask me why, it just got into my head to do so (maybe the bribes helped).

Seriously, graphics are a very important part of a demo. I'm not going to teach you any graphical tricks here. Instead I'll introduce you to some of the scene's best artists. If you're interested in making your own art demos, you could do worse than studying theirs.

MIRAGE (Legend)

nown to the authorities as Lars Verhoeff, this fellow Dutchman started to gain popularity when he became editor of paper-based scene-magazine Shock, in which he also did some great drawings. When the Verdict team split up, he went to Censor Design. Not satisfied with their latest demo (Wonderland 9) he left to join Legend.

He's not too famous in the scene, because he prefers quality over quantity. At the moment he's working on a small game which should be ready soon.

And his tip for budding artists? Never be satisfied with your work, it can always be improved. Coming from a person who's one of the best graphic artists on the C64 scene, you should bear that in mind.

Besides drawing. Lars can also program a bit, and he's currently working on a demo together with other famous graphic artists like Hein Design and Bizzmo (featured elsewhere in this column). The music will be composed by Deek (well-known C64 musician whose triumphs include the soundtracks for Wacky Races and Quick Draw McGraw for Hi-Tec). The release date hasn't been set yet, due to the many people involved — and, speaking from experience, graphics guys tend to be, ahem... slow.

BIZZMO (Crest)

ouglas Roberts is the name given to Bizzmo by his parents (hopefully), and he lives in the UK. I can't tell you much about



him, besides the fact that he's been a member of the notorious Genesis Project for some time, and has produced some excellent works of art. Some of his best pictures have been made into a compilation, but a little while ago he left Genesis Project to join Crest, one of the leading demo groups. They're currently working on Crest's Late Night Show which should feature Bizzmo's latest work. Bizzmo and Deek (also a former Genesis Project member) are working on a slide show too, and helping out on Mirage's demo.



HEIN DESIGN & ORC (Blackmail)

founded by his elder brother. At the time he was a reasonable artist, and Vision a respected group. When Hein met Orc at a party and traded artworks. Orc thought Hein was good enough to join Blackmail, one of the best C64 demo groups ever!

Together they formed a graphics duo called Diart, and fame came fast when they topped the charts. Their latest work can be seen in Blackmail's *Dutch Breeze*, the best design demo yet — Hein's FLI pictures are especially good. Hein and Mirage planned to do a demo together but, as stated earlier, several other arty-types have joined in.

A small tip from the master — Always look at others' work and try to learn from their style.

Spakkler (Megastyle Inc)

The Norwegians Rune Spaans and his brother Ruben are one hell of a team! Sparkler (Rune) is a graphics genius, while Scroll (Ruben) is an excellent programmer. That's why their team, Megastyle, is known for its masterpieces. Megastyle Inc was one of the first teams to achieve blinding programming effects and great

FIFE G DOWN



VISUALITY II

Visual Reality

his new group is rather good, as they're able to combine high quality coding with superb graphics and music. But that's not a real surprise as most of the members come from other great groups such as Dominators Design and Vibrants.

Visuality II is their second demo (no prizes for guessing what the first was called), and Amiga influences are evident throughout. Effects include filled vectors, trifaces (vectors which

invert when they overlap), a TV box (a vector cube with a picture on each face) and light sourcing. The only non-vector parts are the intro, a small FLI-picture and the end part. The latter features a two-screens-wide, high-resolution interlace picture (what a mouthful, eh?) and a nice tune from Jeroen Tel.

Visuality II is an OK demo, but there are no revolutionary routines or brilliant graphics and music. Nevertheless it's perfectly presented.

Another Visual Reality product came out recently, called Amigasaga, a slideshow from high-resolution pictures converted from the Amiga. It's nothing special but features some really nice pics - check it



uess what? This demo is dedicated to the fact that Faces were formed two years ago... honest! They're a Hungarian group, and not a bad one either!

The demo starts a bit awkwardly. Most demos feature a small note on the disk, with some explanations, forgotten credits, and tips. And most of the time, these notes aren't read. To make sure theirs is, Faces have swapped the names on their disk directory so when you select 2 Year Faces you load the note! To load the demo, you pick '-DEMO NOTE-'

However, reading the note is essential, because when the demo is loaded the only thing you see is 'syntax error'. As the note explains, it hasn't crashed - instead you're given five seconds to type 'Faces' to start the demo.

This features shadow vectors (filled vector objects with a... erm... shadow), a chessboard (field of coloured squares zooming in and out), metamorphoses (pictures transforming into other pictures), and unlimited bobs (balls swinging over your screen).

Again I must say there's nothing new here, and that leaves the design to make it a good demo. Sadly, I car't say that the 'logo scroller and Special Effect theme is particularly original. 2 Years Faces isn't bad, but lacks that certain something to make it brilliant.



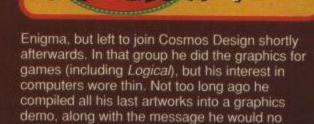


the same demo, with titles like Piece Of Cake and the Brainstorm series

Recently renamed Megastyle Productions, the team is said to be working on commercial game

Gotcha

efore his recent retirement, German graphics guy Dario Krobath was one of the best! He started to gain popularity when he and his friend started the disk magazine Mamba, which was soon to become one of the leading scene mags Some of his best work can be seen in Crazy's last demo That's Design. Not long after its release, Crazy split up, and Gotcha joined



longer be active on the scene.

RIGON: THE

ollowing the already-classic Elysion, A Requiem by Origo, comes this mickey-

transformations), raytracing (converted from the ST using a PC - honestl), Bezier's curve (a strangely moving line), and a TV box (explained earlier), it scores high on the Amiga-inspired-demo scale. But so did

Elysion. And that had an excellent design as

well, instead of the unoriginality of Origon.

take. Featuring Plasma (weird colour

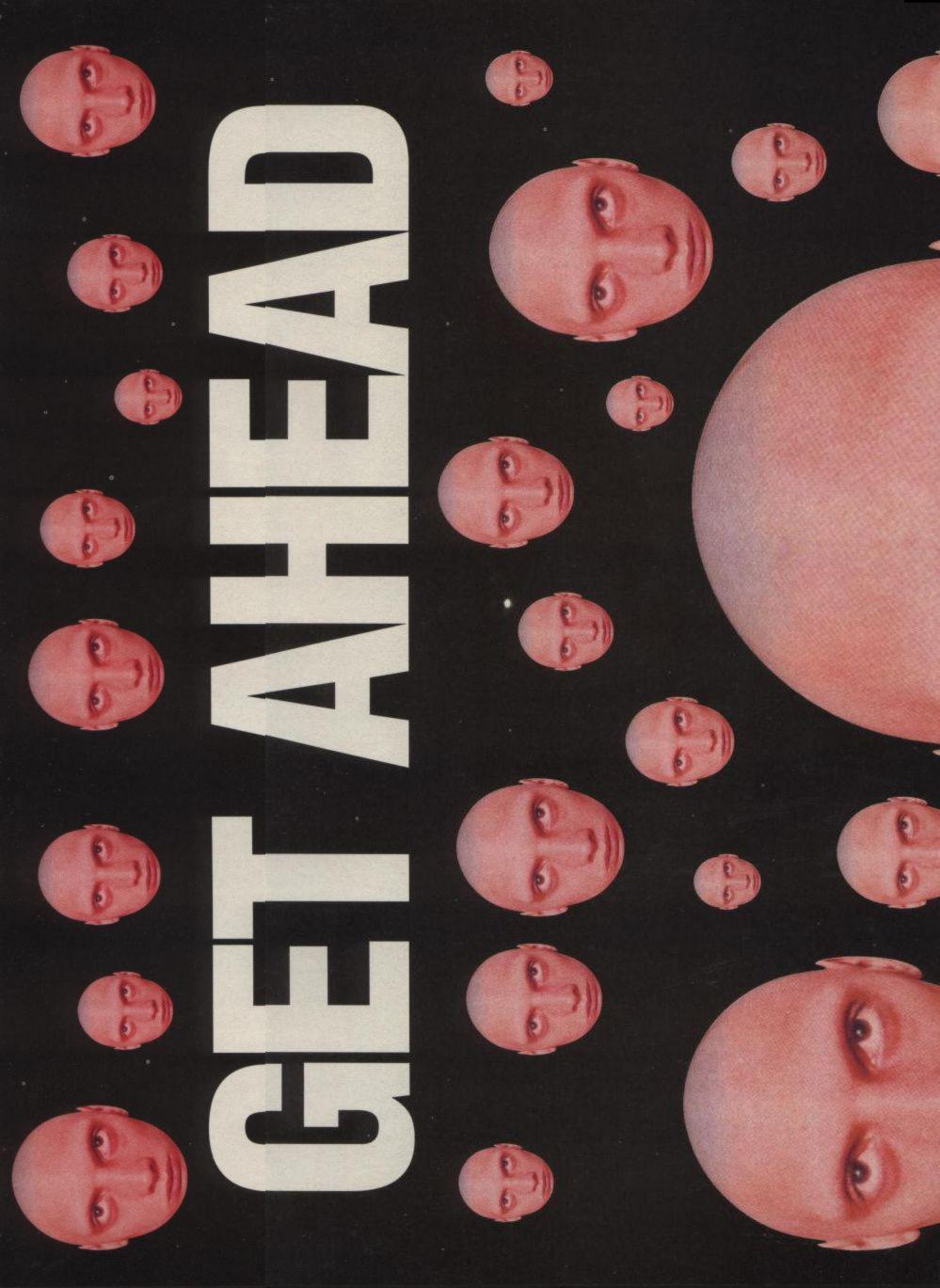
Elysium

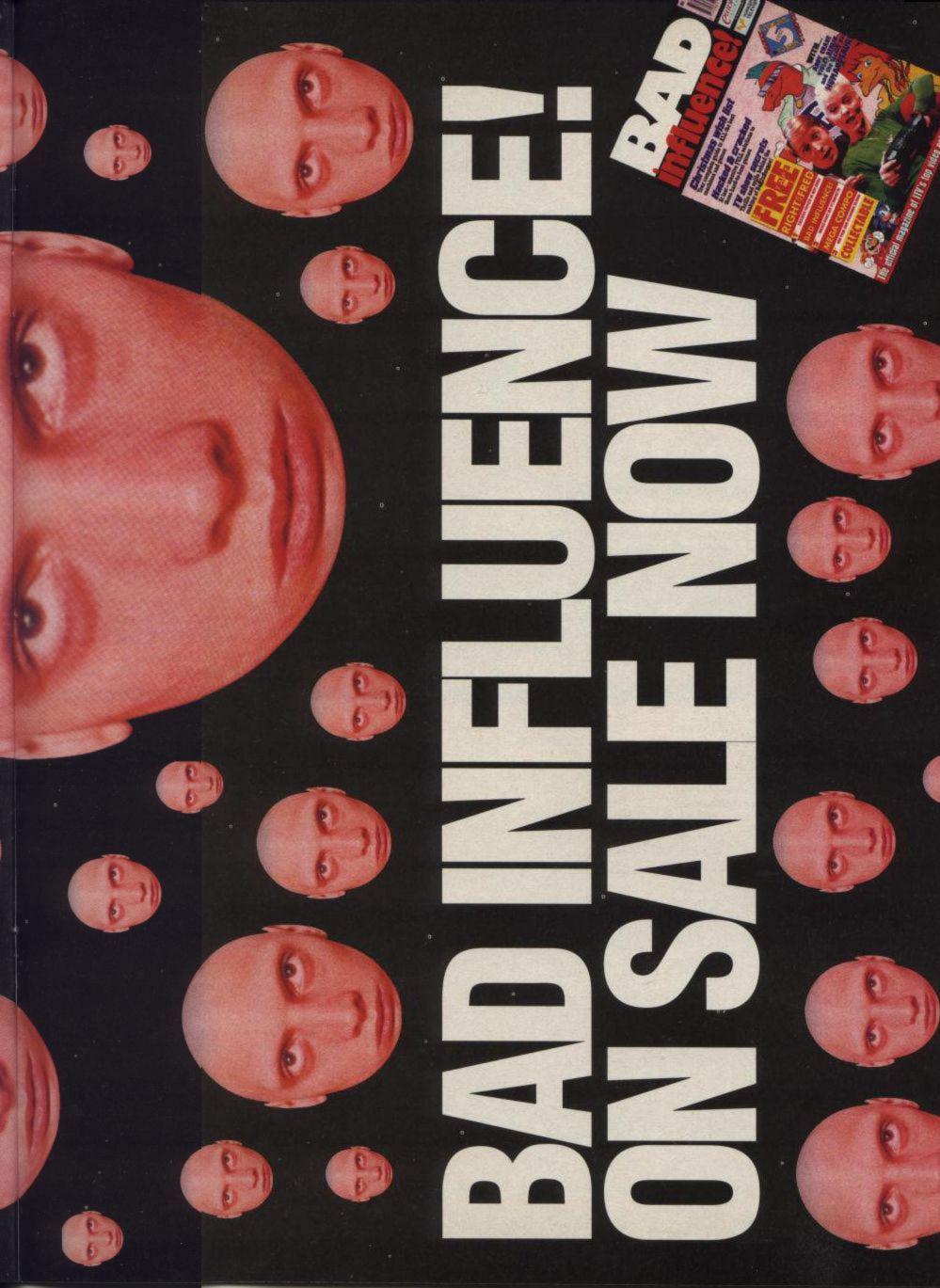
These aren't the only graphic artists on the scene, but they're arguably the best, and could be compared to top commercial artists such as Dokk, Steve Rowlands, Robin Levy, and Bob Stevenson.





That rounds up the most interesting PD products. Next month I'll bring you an interview with ute musitiun Jeroen Tel, ten il) itsed ent ic enc the best) on the Cod eved ,nedi linu ...enese a bananat

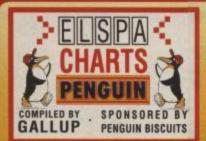






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PENGUIN

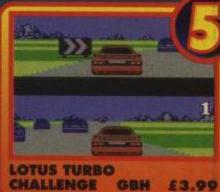
STUDY the form and find out which C64 games are flying off the shelves... and which are gathering dust.

Codies' racer Slicks zooms straight in at number 4,

while former top-seller Amie is still going great

guns at 3.





6. Graeme Souness		
Soccer Manager	Zeppelin	£3.99
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nternational Soccer	Touchdown	63.00
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Prince Of The Yolk Folk	CodeMasters	63 99
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3-D Snooker	Zennelin	D2:00
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Super Off Road	Troniv	62.00
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27. Bubble Bobble		
28. James Pond 2 —	nıt əquau	E9:89
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29. Treble Champions		
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31. Shoot-'Em-Up Construction Kit	COU	-
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Grand Prix	Control	E3.99
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Tennis	GBH	
65. Space Crusade	Gremlin Graphics	£10.99
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SUBGRIPTION

JONITHE FORGE

ave you even

wanted to walk around dodgy
parts of town wearing a silly hat and
saying things like 'Ello, ello, ello' and
'You're nicked'? You have? You must be flamin'
bonkers, mate!

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What a locky gay IAN 'DASHING' OSBORNE is. The irritating little blighter visits a magic land, squeaks in delight at playschool, and handles his chopper That's after getting a sneak preview of Kim Businger!

MAGK RUFUS

Alternative Software

ife was pleasant in the land of Twicky. The trains always ran on time, important letters never got lost in the post (though junk mail from double-glazing firms always did), and everything was sweetness and light. Not any more! You see, idyllic surroundings are all very well, but they're hardly conducive to a spawny computer game. It came as no surprise when two evil wizards took over, imprisoning the unfortunate Twickies — except Rufus, who escaped!

You must help Rufus in his quest to free his friends, battling your way through eight levels of nonstop platform action! Starting each level with full power and no spells, luckily for you the wizards have carelessly left behind

الليتا

Alternative Software

ere's one for the kiddies — based on the longest-running pre-school programme on TV, Playdays is an educational outin aimed at the younger Commodore owner. And, erm... we can't tell you much more about it that that, really.

...The loading screen's pretty good eh? Erm,

the odd incantation — if you see one, grab it!

Magic Rufus hits the shelves in December. If

it's half as good as its predecessor,

Reckless Rufus, it'll be a real winner — it's

C64 only, too!







it er, looks a bit like the Mystery Machine out of Scooby Doo remember Scooby Doo? That brilliant 1970s cartoon series

with it - Ed). Erm... okay The screens are very colourful, in fact they're as colourful as, erm, a very colourful thing. They remind me of my

with (snip! Stop waffling and get on

last trip to the local art gallery which was acel It's not so good now though, 'coz they've filled it with

animals. modern art! You know, where an 'artist' expresses himself by kicking a kettle across the room, then charging National Heritage a five-figure sum for it (keep this up, lan, and it's P45 time -

Ahem! Playdays will hit the shelves, erm, on the day it's released, and look forward to a full review whenever (you're fired - Ed)



islands by chewing up enemy hardware. letting the ground forces dispose of the remainder.

Your chopper (for that's what you fly) can take a number of hits before biting the dust, but too much damage slows down your rate of fire and makes the helicopter handle sluggishly The inevitable power-ups are

there too - fire power, energy, bonus points, all the usual stuff.

Gladiators is due for release around the first week in December, and I for one can't wait. Look out for a full review in COMMODORE FORCE - soon!



Deeb's fantasy land. From the first-level demo we saw, expectations are high just look at those gorgeous graphics

Pencilled in for a release in the not-too-far future, Cool World looks to be the game to start the New Year with, if just to see the pictures of Kim Basinger included on the introductory sequences.

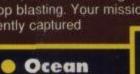


Here are some

Alternative Software

h wow! Another newie that's only appearing on the C64 — it's great to know that companies like Alternative know exactly which machine to support, innit?

And no, it's got nothing to do with its musclebound TV series namesake. Gladiators is a viewed-from-above horizontally scrolling blaster in the Uridium mould, and features eight sections of nonstop blasting. Your mission is to liberate eight recently captured



ool World is one of new film licences, and follows the story of a certain Jack Deebs. An artist, comic book

illustrator and all round jailbird, Jack kept himself sane while doing time by creating his own personal 'cartoon world'. Here everyday life imitates a nightmarish Looney Tunes scenario, where items such as pianos fly like birds, and fall like stones onto passing pedestrians.

However, Cool World eventually comes to life, sucking in its creator and leaving him vulnerable to the dark, nasty characters that live there. All of these are seeking to kill him, except for a certain Holli Would (aka Kim Basinger), the hippest doodle ever to slink on two (well-tanned) legs. Holli sings at a nightclub near to where Jack first arrives, and desperately wants to escape back into the real world, where she'll take on human

So, enough of the plot - you may be thinking how on earth Ocean could succeed in converting this onto the trusty C64. Well, for a start it's being coded by the same people that brought us the wonderful WWF

Your objective (as the unwitting creator, Jack) is to go between Cool World and reality, destroying the

cartoons that are infiltrating the real world and stealing everyday objects to take back into Mr







CONFIDE TO SE

CONTENT NO

• Prism Games, £19.99 cassette & disk

ow — 20 games on one page! No words to waste here, so let's scrub the intro and get going...

KICK OFF

The pack kicks off with this mildly playable. horizontally scrolling footy sim. Comprehensive options can't hide its slow speed and lack of tactical depth (run at the goalie and shoot), but it's okay for a quick kick-about.



HEAD COACH

This wildly inaccurate American Football management sim features matchstick players, no substitutions, three offensive play choices, two downs (not four), and a single time bar instead of four quarters! Get serious.

CHALLENGE GOLF

Hmmm, not bad. It's not the most interactive golf sim around — you can choose your club. shot direction and nower at your leisure.

power at your leisure, with no danger of slicing the ball or hitting it harder than you intended. However, it's a real treat for haters of games relying on reflexes.

FOOTBALL MANAGER

What can you say about Football Manager that hasn't already been said? Crude by today's standards, but still fairly absorbing.

5TH GEAR

An overhead-view driving shoot-'em-up that plays like a cross between *Supersprint* and *Tranz-Am*. The tight positioning of obstacles makes building up speed impossible, spoiling what could've been a reasonable game.

DAYS OF THUNDER

One of the most boring racers ever. Blocky

graphics, hideous sprites and ridiculously long races make this one to avoid file under 'never load again'

RALLY SIMULATOR

Your car drives like a drunken curling stone, the directional arrows make the hideously complex road even more confusing, and at the start of each race your opponents race off the grid leaving you standing —

you'll never catch them either

MOUNTAIN BIKE RACER

A mildly playable side-view outing. Thankfully there's no waggling involved, but it's still nothing to write home about.

SNOOKER & POOL

These are the most primitive baize-bashers I've ever seen. The table dwarfs the balls, making them look like marbles, and the slightest touch sends them rolling for miles!

COLOSSUS 4 CHESS

Despite the lousy user interface, this one's pretty good. It plays a mean game, but you'll have to puzzle out its idiosyncrasies yourself — the instructions are in microdot!

VIDEO CARD ARCADE

The instructions give no idea as to what controls are used, and when I tried desperately prodding the keys in the hope something would happen.

OF ENERGY OF THE PARTY OF THE P

• GodeMasters, £12.99 casselfe

hen times are tough, budget bargains and crazy compilations make life easier on the wallet. Or do they? Super All-Stars doesn't quite live up to its title, but it's a fair romp nonetheless.



TURBO THE TORTOISE

Originally developed by Hi-Tec, Turbo The Tortoise was snapped up by the Codies. Rather good it is too! There's nothing particularly original here, just a standard platform-plodding shoot-'em-up, but slick execution makes it a real winner! It won't hold you forever, but expect a few sleepless nights in the short term — perfect budget material, methinks!

STEG THE SLUG

If Turbo's a brilliant but derivative game, Steg's an absolute cracker in all departments! In this cutesy cartoon save-'em-up, Steg must feed his kiddies (T'yungunz) with grubs (ugh)! To get them to the nest, Steg traps them in bubbles which then float away, blown all over the place by air jets, pranged by spikes, and helped along with a little nudge from Steg.

This forms the heart of the game: which jets

should Steg switch on and which should he leave off? What's the best way over this set of spikes? What's the best time to use the performance-enhancing power-ups scattered along each level? Be quick about it — delay too long and Tyungunz starve!



CHREU

POHER

the game

crashed - twice! Needless to

Loads of games for not much cash: is it always a good deal? IAN 'WATCHDOG' **OSBORNE** wades in to consumer-test two

new compilations... and walks into a potential deathtrap!

WATER POLO

Now this is more like it — a sports sim that's actually fun to play! Controls are tricky and computer opponents too tough, but it's a gas in two-player mode.

BEACH BUGGY SIMULATOR

Should be called 'Moon Buggy rip-off minus the gameplay'. The sparse simplicity of its inspiration has gone, leaving behind a shoddy parody. It's damned-near impossible too!

ALTERNATIVE WORLD GAMES
Not bad — not bad at all. I'm not a great fan of multi-event wagglers, but it's nice to see a bit of originality in the genre. You'll be ploughing your way through events such as boot throwing, pillow fighting and sack racing, all presented with a great sense of humour. Not as playable as today's outings, but worth a go.

STUNT BIKE SIMULATOR
One of the collection's better games, but that isn't saying a lot. Could've been good fun if it weren't so damned unforgiving.

Conclusion

So there we have it — there's nothing really outstanding here, and an awful lot of crud. You

get loads of games for your dosh. but so what? I'd rather splash out on five decent budget games or two full-pricers than a boxful of fillers, but the choice is, as ever,



TURBO '64

UF1234

SCORE

Another dodgy racer that drives like James Dean. Why play this garbage when the excellent Continental Circus is on this month's covertage?

say I didn't bother reloading.

GLIDER PILOT

Could've been a goodie, but what you do with the joystick has little effect on what happens on the screen - so why bother?

ICE HOCKEY

Dreadful graphics, goals the size of postage stamps, computer-controlled dudes that rush round like headless chickens... need I go on? (No

TURBO BOAT SIMULATOR

A horizontal blaster with virtually nothing to blast yes, it really is that bad!

ROCK & WRESTLE

WWF this isn't! 'Full instructions on screen' screams the manual — there aren't, and I was left to puzzle out what the joystick movements actually do, which doesn't seem to be a lot.

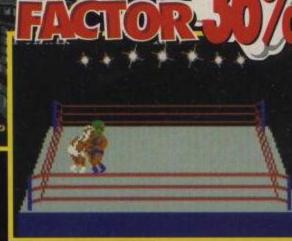
So far, each Dizzy game's been a

slight improvement on the last, and this

one's no exception. Unfortunately too

many Codies arcade adventures have

been straight Speccy ports, but running far slower — alas, Magicland's one of



00 (88 (8 CASTLE BACK DOOR

these! Its charm and humour make it a fair game, but check out our Crystal Kingdom review and think how good it should've been!

Oh good grief, I thought we'd seen the last

of this turkey! Check out

our review on page 58 for the lowdown, and we mean LOW!

Aha, a controversial one! This game has its fans, but personally I find it boring and frustrating. Do we really need another platform pounder in the Stuntman Seymourl Elephant Antics mould? And if we did, should it really depend on unfair deaths and lousy collision detection for its difficulty? All through the game you're forced to take leaps in the dark, hoping you'll hit a platform and not a

hazard — this isn't good arcade action, just tedious trial and error!

The trouble with releasing budget games as full-priced compilations is, if you've got just one of them (Ignoring the hideous Captain Dynamo, of course), it'd be cheaper to buy the rest individually! Super All-Stars is definitely good value for money, but only if you're a die-hard CJ fan lacking all four 'decent' games.

Has anyone not heard all the bad 'egg' jokes that litter Dizzy reviews? We're as sick of cracking them (no pun intended) as you are of reading them, so let's get on with the review.

Dizzy is not a happy chappy. The evil wizard Zak has cast a spell on six of our hero's friends, causing all manner of havoc and distress! Dizzy's task is to gambol his way through a multiscreen arcade adventure, solving objectbased puzzles, rescuing his buddles, and defeating Zak's.



C-FORCE No.1 | JANUARY 1993

CRYSTAL KINGDON

• CodeMasters, £9.99 cassette

Dizzy reviews and rottenegg jokes usually go hand in hand. JAMES 'NOT THIS TIME!' PRICE endeavours to change all that...

his is the latest in the long line of egg-related products from CodeMasters. Obviously, the Yolkfolk are still present, doing business as usual — but this time, at a higher price. The Codies (in their infinite wisdom) have deemed it appropriate to release a Dizzy game for £9.99; cheaper than a lot of full-pricers, but not exactly budget.

So, how can they justify the price increase? Most of the Dizzy games have been high-quality for budget, but a £9.99 title seems a tad questionable.

Dizzy's reputation has been growing steadily over the years, with games such as Treasure Island Dizzy, Magicland Dizzy and Spellbound Dizzy each improving on the last, but all using a similar sort of game design with graphics tailored to fit the plot.

Crystal Kingdom revolves around Dizzy's quest to retrieve Zeffar's Crystal Chalice, Crown and Sword, these being the only Items capable of haiting the thaw threatening the future of the Crystal Kingdom. But who wants to hear about a plot? Everyone buys Dizzy games for the puzzles and tricky platform jumping.

Crystal Kingdom doesn't disappoint in this respect. During the gap between this game and the last, Diz has been in the gym, improving his (slightly limited) athletic ability so he's now capable of jumping variable heights, not to mention changing direction in mid air. This allows the screen design to be a little more involving than usual, with more complicated jumps giving scope for better screen design, an opportunity that's been utilised admirably.





SOLO FLIGHT

• Kixx, £3.99 cassette

Many an hour can be passed by gazing into the skies, let alone flying around them. CHRIS 'CHOCKS AWAY' HAYWARD dons a large flapping scarf and sprints up the runway to join those magnificent men.

flight sim, eh? Sounds exciting.
What could it involve? Taking control of a rugged jet fighter on a one-way, suicidal ticket to destruction? No? All right then, can I settle for a quick hostage rescue using an armoured

Gunship? Well, not exactly — it's actually delivering letters using a little airplane!

Solo Flight aims to capture the essence of America in the 1930s, when small light aircraft

• Okay, so it's not exactly an F-16, but it's got a more powerful engine than Postman Pat's van!



(the Ryan S-T, to be precise) were used for mail delivery. Of course, in those golden days travelling cross country by air was particularly dangerous. The plane was prone to mechanical failures and there was the added risk of being blown off course by ever-changing cross winds.

Just as well, then, that Solo Flight includes a comprehensive practice mode to get used to the plane. You can try Clear-Weather Flying, Landing, Contest (a multi-player game, the winner being the one with the best landing), and IFR (Instrument Flight Rules) where you must rely on your instruments alone because of low cloud. You're also accompanied by a flight instructor who gives assistance via text messages and (gulp!) speech.

I'm sure Solo Flight was good in its day, but the C64's come a long way in six years, and been inundated with many farsuperior flight sims. You'd have to be a real fan of the genre, and on a nostalgia trip to get any enjoyment here. The gameplay's even sparser than the crude graphics — you're liable to fall asleep at the controls.

Four times the fun

Another departure from existing adventures is the game's division into four levels, each with their own graphical style: the Yolkfolk village, Captain Blackheart's pirate ship, a desert island, and the

Crystal Kingdom itself.

0

When one section's completed, a password is given allowing the player to restart at the beginning of the next level after dying. This is very good news for people (like me) who hate returning to the start of a game when killed, having nearly completed it. Considering the number of screens included in Crystal Kingdom (over 100), you can see the undeniable logic of this — a pat on the back for the programmers. The question raised earlier was whether or not

this seventh Dizzy adventure warranted a price tag six pounds higher than usual. If you can't get enough of this type of arcade platformer, Crystal Kingdom's a very worthwhile purchase.

The graphics are clear

and colourful, the puzzles rely on logic rather than endless, laborious guesswork, and the interaction with other characters adds atmosphere. I love it. By far the best Eggy game

This is a welcome

change from some of those ported-across Spectrum conversions Dizzy's previously starred in. No flickery, monochromatic graphics here: the Crystal Kingdom is a colourful place indeed. And big too: four mammoth levels offer plenty of exploration, and heaps of puzzles to solve. Not to mention great graphical variety — I love Level 2's giant pirate ship. Having said that, there are no real gameplay innovations over previous Dizzy outings (even Level 3's scuba diving's been seen before in Treasure Island). This wouldn't normally bother me — Dizzy games are always incredibly playable — but I was expecting something a bit more special, considering the huge price hike. I mean, you can grab a five-game Codies compilation for the same amount. Even so, it's the best Dizzy game yet, and compares favourably with other fullvet - and the largest and most challenging Crystal Kingdom easily makes up for the slightly disappointing Prince Of



FOUR LEVELS IN A SINGLE LOAD, PLUS PASSWORDS

NICE AND COLOUR-FUL, WITH GOOD VARIETY IN LEVELS

'BIG SCORE' (GET THAT RICHARD!) ACCOMPANA IES THE ACTION

FAMILIAR DIZZY ACTION IS IMMEDIATE-LY PLAYABLE

FOUR LARGE LEVELS PACKED WITH PLAT-FORMS AND PUZZLES



Your delivery area's a lot bigger than Greendale - you evven need a map!

Options for the Mail Riun include night-time flying and a choice of six US strates. Your mission (should you choose to accept it!)) is to deliver five bags of mail to their destinations; in the least amount of time. The screen layout's a littltle odd: the 3-D view is from behind your plane, but boelow this is the cockpit control panel, showing aaltitude, airspeed, etc. Points are awarded for good lanndings and craft handling.

Play-by-mail speed
Original producers MicrooProse are famed for their

great simulations, but Scolo Flight isn't one of them. It's just so boring. A lot oof time is spent doing nothing whatsoever. A feeling of speed would have been appreciated; the uppdate is far too slow. I realise light aircraft don't travel at supersonic

speeds, but the plane seems stationary in mid air.

There's little variation in the different states (the same distant mountain appears in each) and ground objects are very sparse. During night-flying the screen's completely black (or white if there's low cloud) - you can only see the cockpit dials. This may be an accurate representation, but what's the point? Staring at a few gauges for an entire game is hardly adrenalin-pumping.

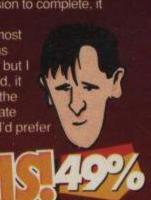
There are some neat touches, though: you can look at the terrain

from different angles (even though you only see sky, grass and that inevitable mountain), the weather changes, and the instructor's voice is a novel idea (even if it does sound like a dalek in a death-metal band).

If there was an exciting mission to complete, it may have been more fun delivering letters is hardly the most stimulating task. Flight-sim fans may be kept busy for a while, but I doubt it. It's not horrifically bad, it just doesn't cut the cheese in the right places. If this is an accurate simulation of piloting a plane, I'd prefer my feet to

firmly on the ground

price releases.





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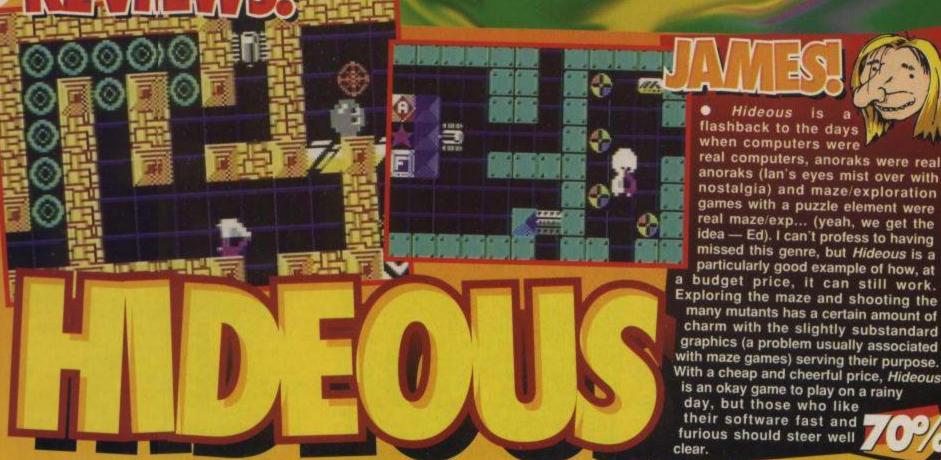
MUFFLED IN-GAME SPEECH, NO TUNES AND VERY POOR FX

QUITE EASY TO GET INTO, LANDING TAKES LOTS OF PRACTISE

THERE ARE MANY MORE-INTERESTING SIMS ON THE MARKET



C-FORCE No.1 | JANUARY 199:



© Alternative, £3.99

Red alert, red alert - the main reactor's violated and radiation's escaping! IAN 'HIDEOUS' OSBORNE will look really neat without any feet, 'coz he'll be a Nuke **Mutant tomorrow...**

ill they ever learn? When smart-alec scientist technophile-types get a bee in their bonnet, nothing stops them. Even if they're doing something totally and utterly insanel Take these Hideous dudes. Determined to create a new power source (bless 'em), they 'invent' a new form of radiation — trouble is it's so strong it oozes out of the reactor, seeps into the floor and turns all manner of garden insects into mutated, intelligent megalomaniacs (a bit like the editor, except for the intelligence)

Understandably peeved by their predicament, the mutated creepy-crawlies decde to wipe out the human

race and conquer the world, after first taking over the underground Nuke complex. Your task is to drive a tank around the four-level reactor, blasting baddies and placing lead blocks around the offending isotope, rendering it harmless (and after that you'll probably turn green and die of cancer).

Get lost

A maze-based shoot-and-collect-'em-up in the Vindicators mould, there's no denying Hideous looks very dated. There's not really that much to do: just collect the lead, eliminate the enemies, and kill the occasional force-field by flicking the right switches which look just like beach balls!

You start the game with three tanks, each of which can take a certain amount of punishment before giving up the ghost. On early levels the monsters just lumber around waiting to be dispatched, but the further you get, the tougher they are - on the last level they even fire back! Fuel and ammo are limited, so look out for the replenishing points which hold an infinite supply

Although blindingly simple, Hideous isn't a bad game by any means. As shoot-'em-ups go it's not

 Having trouble finding your way around? Here's a little map to help you through the first few screens.

particularly fast, but it's certainly good fun. The levels themselves are pretty large (the first has screens, the game as a whole 120), giving plent to explore. On the minus side it's about as deep as Phil's conversation and blast-'em-up fans will find it far too pedestrian.

Hideous

However, that won't stop fans of the genre getting a decent mileage out of it.

I can't see you playing Hideous for ever - it isn't too tricky to complete when you understand the layout but it's certainly fun while it lasts. A competent and enjoyable



PRESENTATION NOTHING REALLY WRONG, NOTHING REALLY BLINDING

A BIT DATED AND SPECTRUMMY, BUT THE PARALLAX IS GREAT

WHAT'S THERE'S OK, BUT THERE'S FAR TOO LITTLE OF IT

HOOKABILITY
WELL, IT'S REALLY
EASY TO GET

INTO...
LASTABILITY BUT PERHAPS JUST A LITTLE TOO







• The jeep's okay with its rotating gun, but obstacles are easily flown over in the forward-firing chopper.

THE PROPERTY OF THE PROPERTY O

• Watch out for a train thundering across those tracks — there are no level crossings here!

full-pric unmissa you're absolute softwarn certainly while yet. The jeep neat idea play), with the play with the play in the

cassette (Rerelease)
CHRIS 'BIG CHOPPER'
HAYWARD seemed such a
quiet, reserved kind of
guy... until he started
playing this stormin'
shoot-'em-up: in ten
seconds flat, he turned
into a psychotic
warmonger!

he Mad Generals are a strange crew. They like nothing better than producing large quantities of weapons and ammunition factories, then invading every patch of land possible. Two gung-ho heroes ain't too keen about this and set off to wipe out the Generals' entire army (not the brightest of ideas).

In this vertically scrolling blaster, you have a choice between two attack craft: a helicopter or jeep (both are used in the two-player mode). Your military mission simply consists of blasting the hell out of everything that moves (and most things that don't!) as you cross the vertically scrolling terrain.

The enemy have some pretty impressive firepower; squadrons of fighter jets, heat-seeking missiles and huuuuge gun installations do their best to blow you into tomorrow. You haven't come feebly equipped, though, as your chopper/jeep packs some mean rockets. When

destroyed, some of the opposition leave behind power-ups to upgrade your craft. Find a smart bomb and everything on screen will instantly self-destruct. A shield's just as handy, providing you with invincibility for a short period.

The enemy fire isn't the only thing you need to avoid, though — plenty of natural hazards crop up, including craters, chasms (tricky if you're in the jeep) and even volcanos! So fast reflexes and a great trigger finger are a must.

Murder and mayhem

Vertically scrolling blast-'em-ups aren't exactly a novelty, but *Swiv* implements the classic formula extremely well. Graphics are detailed with very little sprite flicker, and the frenzied action never lets up — sometimes there's so many bullets flying, you just get lost in all the mayhem.

 Whoah! This big baddie splits into several pieces, each firing furiously.
 Those power-ups come in handy here.



RAVE INFER

 Swiv is possibly the best shoot-'em-up available for the Commodore.

Taking the form of a vertically scrolling Silkworm, the action is fast-paced and frenetic, with the two-player option giving the opportunity for many a violent night with friends. On the negative side, though... hang on, there IS nothing on the negative side! Swiv was an absolute essential purchase at full-price; as a budget game it's utterly unmissable. For the paltry sum of £3.99 you're receiving an absolutely classic piece of software: it's a game I'll certainly be playing for a fair

The jeep/helicopter two-player option is a neat idea (also allowing for two choices of solo play), with each person scrambling to reach

the essential power-ups first. The only problem is that whoever's in command of the jeep is at an obvious disadvantage. There are just too many ground obstacles to avoid,

whereas the copter flies straight over them.

This game is not easy, in fact it's damned tough and really takes a lot of practice just to crack the first level. But the fast-and-furious action keeps

you coming back for more and more.





NICE ATTENTION TO DETAIL, LOTS GOING ON

SOME REAL GOOD CRUNCHING EXPLOSIONS!

EAST TO GET INTO WITH SMART TWO-PLAYER OPTION

CHALLENGING ACTION ALL THE WAY



E C-FORCE No.1 E JANUARY 1993

£3.99 casselle

Charades on paper? 'I'll have to be quick on the draw,' says PHIL 'LEAD IN HIS PENCIL' KING.

f all the things you could simulate with a computer — flying a fighter plane, driving a Ferrari, etc - doodling with a pencil and paper' seems a bit silly. In Pictionary, this is provided by a crude art utility, enabling the creation of circles. rectangles, curves and lines, as well as free-

Can you tell what it is yet? Erm... is it a hand fan? Or could it be a nose picker? Nay, it's lan Osborne!

hand drawing. As in the board game, the aim isn't to produce an artistic masterpiece, but to represent a given person/place/object/action well enough so your teammate(s) can guess it. To prevent them cheating, each word is given only by an alphanumeric code to look up

on a special sheet (miniaturised to fit into the budget packaging).

If the word's guessed correctly, the die is rolled and the team's counter moved round the board to another subject square for a repeat performance. The aim is simply to reach the finish first.

If you haven't got enough players to form teams, an alternative mode of play enables individuals to compete, guessing computer-

drawn pictures. You can 'buzz in' at any time to anticipate the answer ('can

you tell what it is yet?')

The team game is by far the best, and it really takes some doing to draw something like 'New England' within the (alterable) time limit - especially as the drawing functions are on the slow side. Though it can't compare with scribbling away madly on a piece of paper, Pictionary's still good fun to play with friends or family.





The Hit Squad, 99 cassette

'I know it, I know it!' squeaks PHIL 'CAKE WEDGE' KING.

a Geog. History SportaL. Ent'ment You have thrown a '2'

ne of my main pleasures is entering pub trivia quizzes — the success of our team usually depends on how many pints we've downed (that's my other hobby) before the quiz starts. So last week I broke open my piggy bank and shelled out £30 for the Trivial Pursuit board game. One week later and The Hit Squad release the computer game for four quid — flippin' typicall

Now celebrating its sixth birthday, this accurate conversion (so how come the catagories are the wrong colours? - Ed) has up to six players going round the board, landing on squares to determine the category of the question asked: get it right and you have another go. The throw of the die is replaced by randomly chucking a dart - super, smashing,

Questions are asked by a cute animated chap called TP, who turns on his stereo for musical questions and pulls down a chart for visual ones. Rather than using multiple-choice responses, answering is achieved by shouting

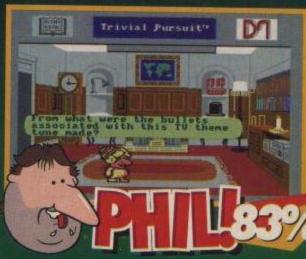
 Some of the questions are showing their age - BT have changed their logo (if not thei image) since then.

out loud, then telling TP whether you were right or not (obvious room for dishonesty here!)

Improvements upon the board game include automatic calculation of which squares you can move to (saves all that counting!), and statistic for all players, showing the number of questions correctly

answered/attempted in each category. The problem with most computer

quiz games is the eventual repetition of questions but TP cleverly shuffles and rephrases them so you don't learn them parrot-fashion, and new question blocks can be loaded in. Yes, it's a wellexecuted conversion all right, and great value for money — especially compared to the costly board game.





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the young? A vertical push-scroller. you start the game at the foot of the first cavern and leap your way upwards till you reach the top.

It's a bit like Rainbow Islands in this respect, but without the fun. You see, Captain Dynamo is a complete pile of todge that anyone

who isn't suffering from premature senility should avoid like a rusty Zimmer frame.

So why is it so awful? Well for starters there's the graphics. Dated. Speccy-esque scenery meets one of the most badly animated main sprites I've ever seen. Then there's the instructions. Push the joystick up and press fire for a power jump, they scream. Dunno what's so blimmin' powerful about it, you don't jump any higher. The only time holding 'fire' does anything is when you're clinging to one of the helicopter-thingies that carry you to higher platforms. and the instructions don't mention this at all! Oh yes, don't try to 'jump on top of enemies to kill them' either it doesn't work, despite what the inlay tips say!



Dynamic doo
The final nail in the game s already well-constructed coffin is the infuriating gamepiay. Let's go through the first few moves, step by step... First of all, you need to cross the acid pools to reach the trampoline on the right of the screen. You can't jump over them coz of the overhead spikes, so you'll have to dash across the disappearing platforms. It takes a few goes to master, which is fair enough.

Then the game takes a huge nosedive with the second problem: the green pinball bumpers. As

soon as you hit 'em you're sent you'll still be ricocheting away. To detection's so bad you'll bounce off a bumper while you're a fair distance from it. This is one of the most boring tedious devices I've ever seen in a platform game, and even with practice

Succeed and you're faced with a catching one of those helicopters, which isn't easy when the Captain's grip makes you think he's got arthritis. Then there's a

soon disappearing platform puzzle, made more difficult of sluggish controls. Miss it and you're sent right back to the start, wondering whether to brave the pinbal ish bit again or kick the game across the room.

Arrrrgghhhh! I'v

never known a game as

frustrating as this. Get over the deadly

spikes, bounce around like a pinball,

eventually grab onto the rising

'helicopter', gradually climb further up

the scrolling cavern — then make one tiny error and you're plonked right

back at the start again. And that's just

the first level! I'm all for challenging

gameplay (lacking in a lot of recent

releases) but this is ridiculous. It ruins

what could've been a neat platform game - haven't the programmers ever

heard of restart points or level

passwords? (Er, there are restart points,

Phil, only they're practically impossible

to reach! - Ed). In fact, if you've got an

Action Replay cart you can 'freeze out' to

save your position every so

often (how did you think we

it's still way too hard too

got these screenshots?), but -

Not particularly inspiring, is it? I'd like to say it gets better as you go, but it doesn't. The basic concept behind Captain

Dynamo is sound but the yourself a favour and give your money to Help The

Aged far more fun





SPECTRUMMY **GRAPHICS AND** LOUSY ANIMATION

A FAIR TUNE, BUT IT'S COMPLETELY WROM FOR THE GAME

IT'S TERRIBLE! BORING, FRUSTRATING TEDIOUS DRIVEL!

YOU HAVE TO FORCE YOURSELF TO PLAY IT TWICE



CodeMasters, E3.99 cassette

Dynamic Dude or Dreary Disaster? IAN 'OAP' **OSBORNE** dons his coloured tights and checks out Codies' latest platformer!



used to have a dynamo in my bike - just clip the motor onto the whee and the lights operate batteries. Trouble is, as soot as you stop pedalling you're plunged into darknesi! It's the same story with Captain Dynamo, except you want to punch this game's lights out every line you load the

Dynamo — a retired geriatri superhero — recover the world's largest collection of diamonds, stolen by Austin Von Flyswatter to funt his retirement... who says conputer games are for



COMMODORE CONTRACTOR OF THE CO



The intrepid Hawk has a head for heights — it'd be a hair-raising experience... if he had any!

• The Hit Squad, £3.99 cassette

He climbed mountains, ran through minefields, infiltrated the supposedly impenetrable fortress, quietly unlocked a safe and took the small package that lay inside. Then JAMES 'SUPERHERO' PRICE burst into the COMMODORE FORCE office to load it on the C64, only to discover he'd returned with a box of choc's by mistake!

don't think anyone who actually saw the Hudson Hawk film came away satisfied. Luckily the Ocean conversion is a far superior affair, taking the form of an arcade-adventure platform game.

Level One begins with Hawk standing outside Rutherfords Auction House. Your objective is to enter the building, avoiding the security system, and escape having stolen Leonardo Da Vinci's 'Horse Sculpiure'. Levels Two and Three building is protected
by high-tech traps — watch out
for that laser beam, Brucie, or it'll singe
off what little hair you've got!

follow a similar sort of theme (ie platform-oriented theft) but become slightly more difficult. Mr H is an agile fellow, bouncing around and

Mr H is an agile fellow, bouncing around and manipulating scenery to assist his crooked aims. He moves in a style very similar to that of Rick Dangerous, and throws 'balls' at his assailants, knocking them for six.

Bowled over

This all sounds great fun but, believe me, you don't know the half of it. You see, Hudson Hawk was programmed by Special FX, arguably the best programming team in the country. The graphics and sonics are up to an amazingly high standard, with some great animation complementing Hawk's movements. You might think that three levels is not enough for a platform game, but every level is split up into various sections, each with different graphics and escape (or entry) routes.

 I still haven't seen the film, so I couldn't tell whether this is an accurate conversion of it. What I do know, however, is that it's a blockbuster of a game. The action is fairly conventional platform fare, but it's so well implemented, so polished, the lack of innovation doesn't matter. Gory, movie-style special effects are provided on contact with the ingenious traps, including electrifying lasers, impaling spears, and sucking air ducts. Fun touches, like the Rottweller dragging you off the roof at the start, help create a tongue-in-cheek (typical Willis) atmosphere to complement the thrilling gameplay. As for the backdrops: superbly detailed, shaded and varied, they'd put some movie sets to shame. This is one hell of a quality product - and you don't have to watch Bruce's acting

 Ouch! That'll teach him to 'sing' 'Under The Boardwalk'! Why doesn't he stick to acting? On second thoughts...

My only gripe is the multiload. However, this seems to have been incorporated to allow for the many graphical effects: little touches such as being thrown off the building by a guard dog, extractor fans that really extract and the wonderful end-of-level screens — at the end of Level One, you're rewarded with an excellently drawn replica of Mr Leonardo's horsey.

So, if there are any of you who missed it first time round, don't hesitate to buy it now. An essential part of anybody's software collection, *Hudson Hawk* is the platform game to get at the moment







MULTILOAD (NOT A BAD ONE), BRILL LOADING SCREEN



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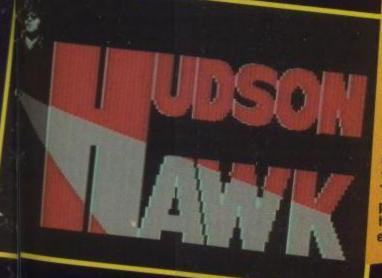
PLATFORM JUMP-ING IS COMPULSIVE FUN



BIG CHALLENGE AND GRAPHIC VARIETY KEEP YOU HOOKED

FORGE

C-FORCE No.1 | JANUARY 1993





See that Olive? Thats your girlfriend that is. See that Alien? Thats Steve Sheilds on the morning after his birthday (no joke) See that fat person? Thats Phil King (true!)



 Popeye decides that we shouldn't be fighting creatures from outer space - we should be making friends with them. Here I is seen demonstating this by cuddling the alien

Alternative, £3.99

The general consensus about new-boy JAMES 'YEAH, LIKE OKAY' PRICE is that he's 'an ugly blond swine.' So how come he's so successful with the ladies? Maybe it's something to do with all that spinach he eats?

high percentage of licences bear little or no resemblance to the subject matter. The Popeye we know is quite a scrawny fellow with an ugly girlfriend called Olive. He eats a lot of spinach to give him the strength to fight his archrival: a fat bearded bully called Bluto. The first two Popeye licences managed to incorporate all this quite admirably (particularly the earlier Don Priestley game) but Popeye 3's a totally different kettle of spinach.

You see, it's a wrestling game. Popeye has been chosen to compete in an intergalactic tournament, fighting everything from H R Gigerstyle aliens to squat, dragon-type beasties. To me. this seems like blatant misuse of a licence when did our favourite sailor ever have anything to do with things from other planets?

Strong-arm factics
Also, whereas the first two games required skill and timing, Popeye 3 involves little more than rapid joystick waggling. You move around the ring until the computer decides both opponents are in a position to engage in a grapple. Once this has happened, frenetic waggling is required until either

you or your assailant get a better hold. The usual result is one of you lying on the floor with the other jumping up and down on his head. Occasionally Popeye takes the law into his own hands and executes a 'piledriver' (bouncing someone on their

It's possible to kick your opponent (wow!) while moving around the ring, but it's a weak and ineffectual move by a poorly animated sprite.

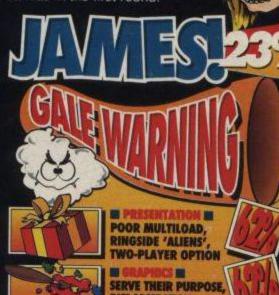
I also noticed Olive (standing by the side of the ring) holding a can of spinach, presumably for me. So I collected it, but the only result was a Dennis-The-Menace style fighting cloud with the wrestlers' fists shooting out every so often. Sadly, as ever, the winner was the one who waggled more and didn't use skilful joystick movements.

What a pity the programmers didn't eat their spinach. I'd rather be thrown overboard in the Arctic Ocean than play this game a moment longer. It's trying desperately to be the next WWF. and failing miserably. Popeye's kick is a waste of time, so the only thing left to do is get into a clinch and waggle the joystick like mad. Not only is this tiring on the arm (you end up with a biceps like an anvil), it's even more numbing for the brain. A good combat game requires at least some variety of moves to make it interesting, Lacking this essential ingredient, even Popeye 3's two-player mode can't provide any fun.

My arm soon started to ach and I hate arm-aches almost as much as I hate feeble wrestling games (or the FORCE crew taking the pee out of the way I speak...

With all the rereleases or the market at the moment, I rather hoped

could come up with something more original. Sadly. Popeye 3 falls to the canvas in the first round



Alternative

BUT SOME VERY DODGY ANIMATION

FAIR POPEYE THEME FARTY NOISES DURING FIGHT

D RATHER EAT MY PANTS THAN PLAY IT

LMOUNT OF OPPO-ENTS DOES LITTLE TO



Lesson number one in driving a postvan has to be that driving into the side of a

lorry stings a bit - so be careful!

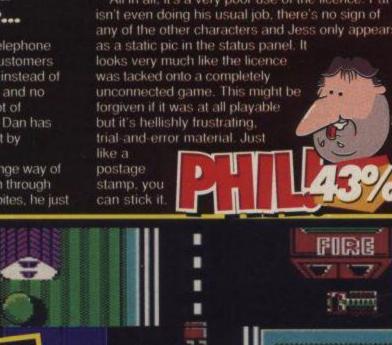
Alternative, £3.99 cassette

Shock horror! Has Pat got the sack? Well, yes, he gets it every morning! PHIL 'MALE BAG LADY' KING thinks that's the ideal job for him, and grabs his hat and cat...

hy ever would Pat deliver telephone directories? Surely all his customers will start ringing each other instead of writing, and he'll end up with no letters and no job? Not only this, but he's doing a spot of moonlighting. His old pal Delivery Man Dan has broken his leg, so Pat agrees to help out by distributing those phone books for him.

For such heavy objects he has a strange way of delivering them. Instead of sticking them through letterboxes and running the risk of dog bites, he just

flings 'em in the general direction of houses as he passes in his van. It's a sort of vertically scrolling Paperboy, but not half as playable. As in that game, the hazards appear in a set pattern: lorries, cars and bikes arrive from in front and behind and from the sides at junctions. Smashing into these



SCORE

00700

Phil? Phil? Are you sure that you should be stealing his van? I've heard that Jess gets very nasty when people upset him.

0401

(even juggernauts) doesn't result in a Pat-splat, but too many dents in his van (or missed deliveries) and it's game over



Hate mail

Traffic is very difficult to avoid, especially when there's roadworks or nails on the other side of the road. So it's a frustrating affair until you learn where vehicles are coming from.

This is the case even on the easiest of three levels. In fact, the only difference between these is your method of parcel-flinging: flying in the right direction automatically, going in the direction selected by joystick, or going the same way as the side of the road you're on. It's hair-tearing stuff. with extra problems caused by a time limit and rapidly diminishing fuel — you need to stop at petrol stations to complete a full week of deliveries

All in all, it's a very poor use of the licence: Pat any of the other characters and Jess only appears





discover Pat had starred in two other games, and quite curious whether they're as diabolical as this one. Pat was never a

favourite character of mine, even though he has a big nose (just like me) and his cat seemed a bit manky, to be brutally honest.

The game is a basic 2-D Paperboy, with a jerkily scrolling background moving with a grace usually associated with Phil King after a couple of pints at lunchtime. The rendition of the Postman Pat theme does little to improve affairs (the tune is as irritating as lan Osborne's laugh).

So, without any further ado, we'll fade out this comments box with a slightly altered version of the song..

Postman Pat, Postman Pat, Postman Pat ran over his cat,

Early in the morning, the eager files were swarming, Now Patrick's really not a



THIS MEARLY LOOKS LIKE A POOR SEUCK EFFORT

MINIMAL EFFECTS, DKAY RENDITION OF TV THEME

MORE OFF-PUTTING THAN A RABID ROTTWEILER IT'S TOUGH, AND FRUSTRATION MAKES YOU GIVE UP



C-FORCE No. 1 | JANUARY 1993

Porsche or Ferrari. For those who can't afford their dream cars, Test Drive It's a reasonable substitute. The 3-D's on the jerky side, but moves fast enough. The one problem is the suddenness with which oncoming traffic appears — a bit unfair. However, the cars and juggernauts are well drawn, and realism is heightened by some meaty FX from your engine. Zooming past roadhogs ESO IN CO and outrunning the cops is all great fun, not to the mention the running battle against your computer opponent — there's nothing



Brrrmm... hit that pedal and feel the power of your supercar as you accelerate past other road users. Watch out for oncoming juggernauts though.

The Hit Squad, £3.99 cassette

Trundling round the streets of Ludlow in a Metro may not have much in common with driving a Porsche over perilous cliff-top roads but, as JAMES 'MOTORMOUTH' PRICE pointed out, we don't have any cliffs near Ludlow!

s strange as it may seem. Phil's Metro and Test Drive II have a lot in common. Perhaps if I elaborate, things may

Now that's what I call a car. Just take a look at those figures. Never mind Jags and Prosches, there's nothing quite like a Ferrari.



Even supercars have to stop for gas they don't half burn up the fuel. Fill 'er up, mister — and don't forget to give me my free set of tumblers!

become a little clearer.

As with all Accolade (the original producers) games, the presentation is fantastic, with large animated cars whizzing around on the title screen and some excellent static pictures of gas stations at the end of each section. The choice is given on the options screen (also very well presented) to either race against the clock to reach the next checkpoint, or enter a 'duel' with a computer-controlled competitor.

Once in the car, your 3 D view of the road ahead is shown above a plush dashboard. steering wheel and gear-stick. A rear-view rival and block his overtaking manoeuvres

After screeching off the starting line I was a little surprised (not to mention perplexed) when I soon careered into the back of a fellow road user. Following a quick recovery (from a writtenoff Porsche to a showroom-new one in seconds) I started the engine again and was soon bombing down the freeway. A few goes later I found myself confronted with the 'Game Over' message for the umpteenth time, as it appears

head-on collisions are not the in-thing these days (come back, 'Iron Man'l)

Making passes

While I enjoyed the fairly high speed of the game. I feel a little more warning could have been given concerning the oncoming traffic. Every time you pull out to overtake you put your life in the hands of a random element very frustrating. Secondly, the multiload is a pain in the bottom. Every level has to be loaded separately, as do the

gas-station pictures. This means the game flows very badly, and you find yourself gettin more and more infuriated (just like in Phil's Metro, when you get overtaken by a pushbike!)

quite so satisfying as passing another supercar

motoring

Ah, this is the life

On the positive side, the graphics are excellent and this has to be the most realistic C64 driving game available. The title music's a little disappointing, but the in-game engine noises are some of the best heard on

If you enjoy driving games and are a balanced-enough person Il should be a definite addition to your Christmas list.



GOOD ENGINE NOISE, FEEBLE MUSIC



REALISTIC ACTION ONLY MARRED BY LOADING SYSTEM FAIR AMOUNT OF TRACKS, QUESTION-ABLE VARIATION





reetings adventure fans. One or two text warriors seem to be having trouble with a few mighty foes. Why they sent requests to Lloyd Mangram and the Tips Clinic is anyone's guess — the Tipster's a total wimp who wouldn't know a battleaxe from a blunderbuss, and we NEVER give tips on the letters page! If you want help with an adventure, FOR CROM'S SAKE WRITE TO 'BASH YER BRAINS!'

Londoner A Khan is having trouble with his copy of Bloodwych, which keeps crashing when he gets to a certain stage. I haven't been able to contact Imageworks or Mirrorsoft, he explains.

The title is now owned by Acclaim contact their PR company Poole Edwards at 2nd Floor, 44 Charlotte St, London W1P 4HA. And don't forget your address like you did in your letter to us!

> Matt Lomax has a whole list of questions. Firstly, he asks, 'Is there an adventure for the C64 called Heroes Of Karn?' Yes, it was released in the mid-1980s, by Interceptor Software

What's the best adventure? he continues. Well that's a matter of opinion, but I will say that modern, mail-order games are usually better than so-called professional adventures of yesteryear Check out my reviews if you

want an accurate buying guide. Could you give me River Software's address? Sure — it's 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL

And where can I get hold of The Hobbit?" Call Beau Jolly on 0737 222 003 and ask about The Tolkien Trilogy, and no, I didn't like Lord Of The Rings, it's a classic case of a dud game that sold on its licence.

 Stuart Sumner of Wythall, Birmingham is looking for some golden oldies. The ones he's after are Colossal Adventure, Adventure Quest and Dungeon Adventure. As far as I'm aware, Level 9 still hold the rights to their games, but aren't marketing them. I suppose you'll have to search car boot sales and second-hand shops. Sorry!

f you're wondering why I'm always mentioning The Guild, it's because they're the most active scholars of adventure-lore on the scene. If anyone else is marketing a game, feel free to send it in. Guild arch-mage Tony Collins has picked up the rights to convert several Spectrum adventures to the C64, so here's a quick roundup of what's over yonder hill!

Run Bronwyn Run, by Larry Horsfield
Condemned to an arranged marriage with a

man you despise, you seek to escape from your father's kingdom. Can you make it to

Axe Of Kolt, by Larry Horsfield

One of the most acclaimed Spectrum adventures ever finally hits the Commodore!

Magnetic Moon, by Larry Horsfield

Your starship makes a forced landing on a mysterious planet, only to find it's unable to take off again! Ordered to stay on board and take no part in the exploratory mission, you have other ideas

Starship Quest, by Larry Horsfield The dynamic sequel to Magnetic Moon.

Explore a hostile planet, meeting all sorts of odd individuals.

Grueknapped, by Bob Adams

Trapped in the lair of the Grue (a hideous creature that lives in dark caves), you'll need all your wits about you if you're to escape.

Krazy Kartoonist Kapers, by Kez Grey Who says the interactive character in

adventures has to be a warrior or a wizard? In Krazy Kartoonist Kapers you play a dog!

Desmond And Gertrude. by Scott Denyer

A Romeo-And-Juliet-style love affair, you must guide the terrible twosome into each other's arms. The Spectrum version lets you change between characters at will, but it's not yet clear how this will translate to the

Microfair Madness, by **Gareth Pitchford**

All the fun of the fair — the Microfair that is! Look out for the Goons, Jean-Michel Jarre, Steve's clapped-out Skoda, and more... now where did I put that ticket?

Ouite a few of these games will be disk only. Look out for full reviews in Bash Yer

ore skulls, the bulky sid enegrede eierd brain on me mysikal Ece to sainly THE FEREITE !

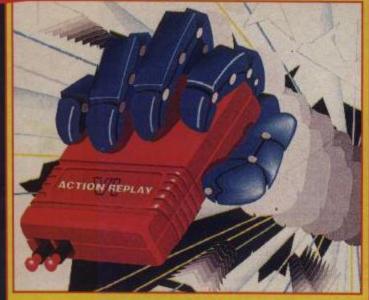
arbarian. When he's

not blunting his axe on

He's big, he's bold,

he's Bash the

COMMODORE



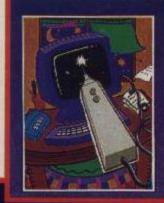
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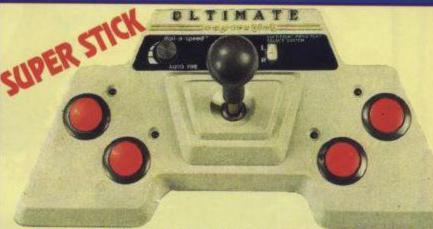


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